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RPG COMPANION

An Insider's Guide to PC Roleplaying Games

Ronald Wartow

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WITHDRAWN

RPG COMPANION

Demystifying and Solving PC Roleplaying Games

by Ronald Wartow

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RPG companion

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RPG Companion

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ABOUT THE AUTHOR

If you've played RPGs, you might already have made Ronald Wartow's acquaintance. Ever wandered through New Magincia, Ultima V's infamous town of pride in Britannia? The decidedly ancient and puckered farmer you'll find there bears his name. Tell the truth, now! Did you annihilate him for a few lousy gold pieces after he helped you in the quest? Maybe you bumped into him in Might and Magic III, or chanced upon the fountain dedicated to him in Wizardry IV.

Ronald Wartow has written several player and strategy guides on roleplaying and adventure games for computers and videogame machines. These include *The Official Strategy Guide – Celtic Tales: Balor of the Evil Eye*, *The Official Players Guide – Lufia & the Fortress of Doom*, and *The Official Players Guide – Relentless*. This is his first book for BradyGAMES.

DEDICATION AND ACKNOWLEDGMENTS

Ronald Wartow gratefully recognizes:

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INTRODUCTION

This book was written both for RPG newcomers and veterans. Contained herein are scores of secrets, tricks, tips, strategies, and scams I've learned about RPGs after 15 years of playing, programming, designing, and testing them. Believe me, I haven't figured it all out on my own. I've had a lot of help from friends and fellow gamers who've shared, or at least traded, tips with me over the years.

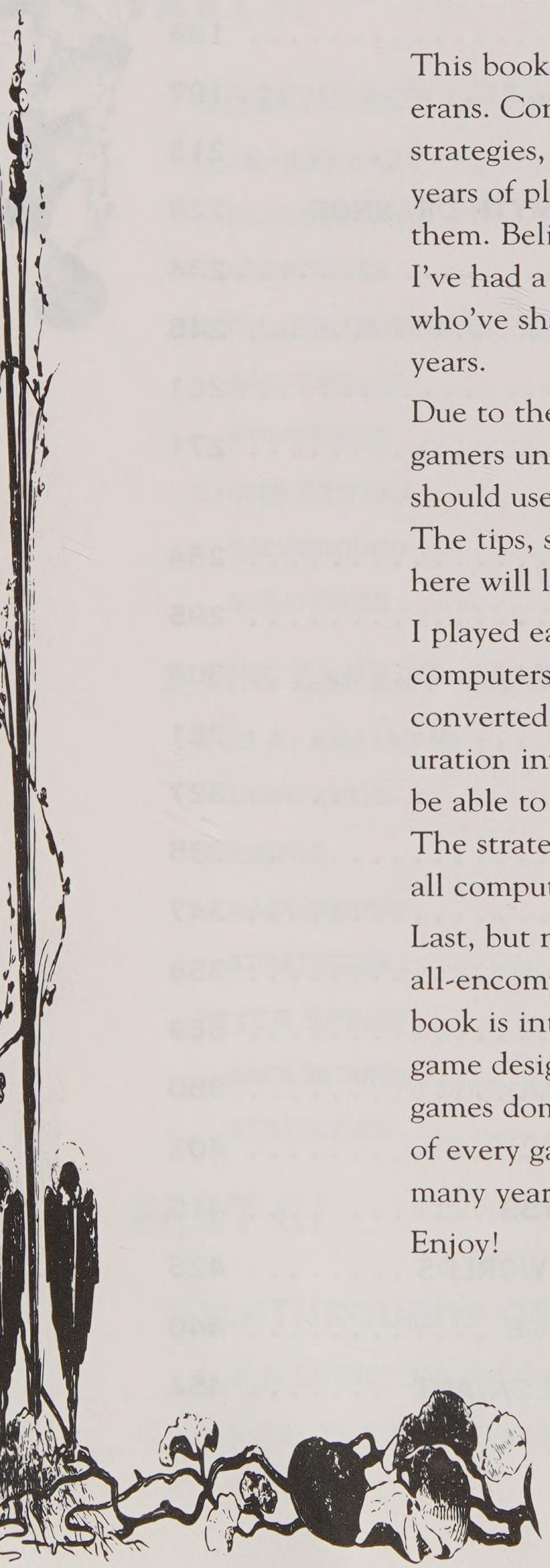
Due to the enormous size and complexity of most RPGs, gamers understandably turn to game manuals. The reader should use this book as a companion to those manuals. The tips, strategies, and insider information you'll find here will lead you to victory.

I played each of these games on IBM and compatible computers. Many of these same RPGs have now been converted to other platforms. Except for the IBM configuration information, all you non-IBM'ers out there will be able to use this book just as well as your PC friends. The strategies described on the following pages apply to all computer RPGs. Honest.

Last, but not least, this book was never meant to be an all-encompassing general reference work. Rather, this book is intended to give gamers insights from celebrated game designers and players, walkthroughs of the 26 games dominating the RPG scene, and liberal sprinklings of every game-related subject I consider important after many years of extensive RPG playing.

Enjoy!

Ronald Wartow
October 1995



ABOUT THIS BOOK

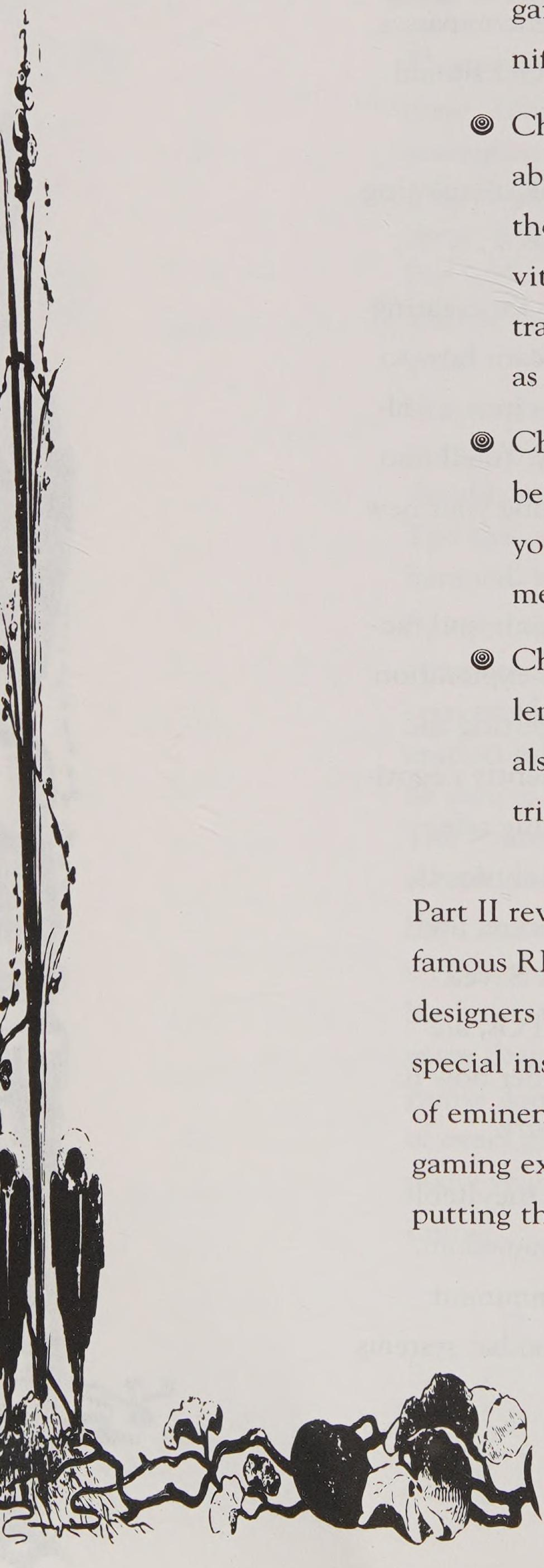
This book is divided into three parts. Part I encompasses seven chapters rich with strategy that no RPGer should be without.

- Chapter 1 introduces the reader to the stimulating and challenging world of fantasy RPGs.
- Chapter 2 contains tips and strategies for creating RPG characters from scratch. You'll learn how to assemble the newly-created characters into a stalwart and balanced band called a party. You'll also learn jump start strategies for unleashing your new heroes into an RPG's fantasy world.
- Chapter 3 is filled with exploration hints and tactics that guide the gamer's party in its exploration of the gaming world. Topics include getting the party's bearings, recruiting and confidently negotiating with wandering characters, finding safe havens and secret places, searching techniques, enhancing the party's abilities and stature, and solving the game's riddles and puzzles. Saved games, the dog-eared bookmarks of RPGs, are thoroughly examined to show the reader how to recover from disasters befalling the party.
- Chapter 4 prepares the reader for the inevitable confrontations with the monsters of gamedom. Learn how to prepare for expected, imminent combats. Real-time and turn-based combat systems

are discussed. Ultimately, this chapter teaches the gamer how to use the treasure available after significant discoveries and hard-fought battles.

- Chapter 5 reveals all manner of information about the party's dealings with the party's tools of the RPG trade—weapons, armor, artifacts, and vital pieces of the quest's puzzle. How to best transact with denizens of RPG worlds is covered as well.
- Chapter 6 enters the accepted, common underbelly of RPG gaming—cheats. Here I'll show you both authorized and unauthorized cheating methods.
- Chapter 7 discusses computer game memory problems and how to easily install and run RPGs. It also examines game publisher patches and DOS tricks to strengthen your enjoyment of RPGs.

Part II reveals, for the first-time anywhere, strategies of famous RPG masters. Three legendary creators and designers of renowned RPG gaming systems present their special insights and pearls of wisdom. An equal number of eminent RPG gaming experts also tell all. Your RPG gaming experiences will be enriched and enhanced by putting their advice and special strategies into practice.



Part III contains no less than 26 game walkthroughs. Here you'll find explicit aid to the RPG gamer for 26 popular and recommended games. Gamers are encouraged to employ the RPG playing techniques discussed in the front of the book in any one game before consulting the walkthroughs. Take a close look at the Bonus Power Tips for special intelligence on tricky game problems, cheats for those wishing to advance with haste, and cheat programs available as shareware or freeware from online services.

You'll find charts, tables, screen shots, and obscure game facts scattered throughout the book, just for your pleasure and enlightenment.

PART I

INTRODUCTION

In the pages ahead, you'll not only find tips and definitions for the role-playing beginner, you'll also encounter advice and strategy that no experienced RPGer should be without!

Monster fighting secrets, clues about the best use of magic spells and skills, armor and equipment terms—even knowledge about cheats and helpful DOS configurations await you.

WHAT IS AN RPG?

Lost in Tamriel's Fang Lair? Hopelessly mired in Britannia's Dungeon Destard? You must be playing an RPG in a fantasy world.

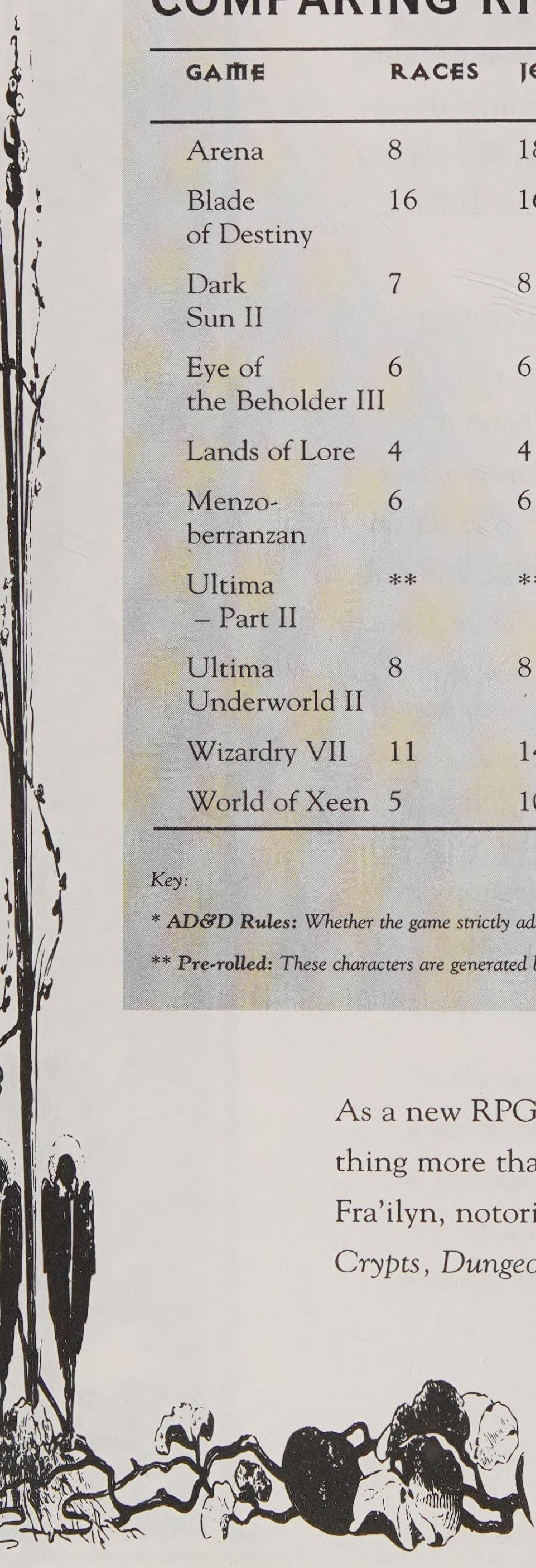
Computer fantasy RPGs enable you to embark on lengthy and interesting adventures in strange lands and times through characters or alter egos you (the player) create. You nurture these characters, watch them carry out your wishes with sometimes surprising results, and enhance them with traditional "human" attributes like strength, dexterity, wisdom, intelligence, and charisma. All RPGs set a clear, specific goal, customarily the unearthing and downfall of a despicable and wicked fiend. Whatever the goal, a rich story usually unfolds as the player's party treks forth.

At the game's start, the player is given a choice of divergent races (for example, human, dwarf, gnome, hobbit, minotaur, lizardman, or witch). You assign these races to any of several available character classes or professions, like fighter, priest, mage, thief, or ranger.

Character interaction, hostile encounters with heinous beasts and monsters, recruitment of powerful allies, delicate negotiations, painstaking mapping, and brainbending puzzle-solving abound in RPGs. Players sometimes develop deep attachments to their characters. After all, players spend hours at a time with them, exploring the dankest, most dangerous realms in existence.

The RPG player embarks on journeys that can take upward of 100 hours to complete. In brief, the game player becomes the eyes and ears of a hearty band of adventurers. Along the way, contemptible monsters and boss henchmen do everything in their power to exact on the RPG gamer the infamous "2 Ns"—neutralize and nullify. Be prepared to experience rock 'em-sock 'em action, brain-draining mysteries, and a few, but very few, quiet moments.

Progressing in RPGs can largely depend on which RPG gaming system and world is being played. Different games employ great diversity in available races, professions, perspective, combat, and the number of characters that can make up an adventuring party.



COMPARING RPG GAMING SYSTEMS

GAME	RACES	JOBS	MAGIC CLASS	SPELLS	AD&D RULES*
Arena	8	18	1	Unlimited	No
Blade of Destiny	16	16	12	c. 100	No
Dark Sun II	7	8	3	200+	Yes
Eye of the Beholder III	6	6	2	82	Yes
Lands of Lore	4	4	1	7	No
Menzoberranzan	6	6	3	100+	Yes
Ultima – Part II	**	**	1	68	No
Ultima Underworld II	8	8	1	25	No
Wizardry VII	11	14	6	96	No
World of Xeen	5	10	3	76	No

Key:

* ***AD&D Rules:*** *Whether the game strictly adheres to the rules of TSR's Advanced Dungeons & Dragons.*

** **Pre-rolled:** *These characters are generated by the game program. The player cannot create characters from scratch.*

As a new RPG player, you should be innovative. Try everything more than once, and always observe the clichés of Fra'ilyn, notorious writer of *The Universal Trekking Guide to Crypts, Dungeons, and Places Filled with Spiders and Bats.*

- If at first you don't succeed, so what!
- Sometimes, opportunity knocks. Sometimes, you knock opportunity.
- Respond in kind to compassion, unless compassion tries to part your hair with a gigantic sharp-edged metal implement.
- Failing to talk to people in the RPG to obtain information and advice is a surefire ticket to frustration!

WHY CAN'T MY CLERIC WEAR A TUTU?

Computer RPGs are derived, in part, from the celebrated Dungeons & Dragons paper-and-pencil role-playing game—Advanced Dungeons & Dragons, Second Edition (AD&D). AD&D strictly monitors and controls the creation of characters. Some computer games licensed from the founders of AD&D follow these rules to the letter.

To be fair, D&D is derived in large measure from Tolkien's *Lord of the Rings* trilogy. Tolkien got many of his ideas from the myths and legends of various ancient peoples throughout the world. The orcs and trolls you parley with and fight today in RPGs have come a long way from their fanciful beginnings in tales told around campfires of long ago, where people who hadn't shaved in 10 years gathered and swapped fables.

RPG FACT

WIZARD'S CROWN WAS THE FIRST RPG THAT CAME WITH A PREGENERATED PARTY.

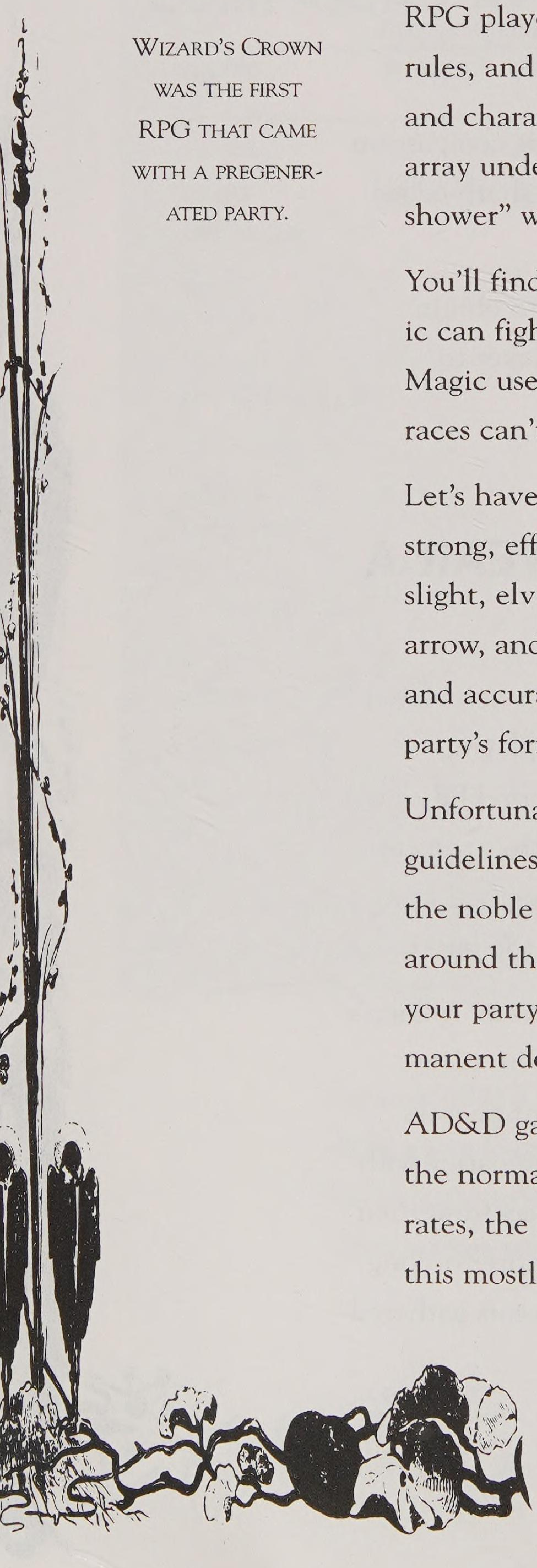
In carrying forward the heart and soul of AD&D, an RPG player encounters that game's arcane terms, strange rules, and arbitrary constraints on freedom of movement and character interaction. The resulting bewildering array understandably gives many gamers a quick "cold shower" when they start an RPG.

You'll find that AD&D has strict, GQ style rules. A cleric can fight with a mace, but can't wear heavy armor. Magic users can't wear armor at all. Certain non-human races can't rise above a set level in many professions.

Let's have a look at elves, a favored race for creating strong, effective magic-using characters. While physically slight, elves exhibit exceptional skill with the bow and arrow, and other weapons that require long-distance skill and accuracy. Placed strategically in the rear ranks of a party's formation, elves make excellent attackers.

Unfortunately, games that adhere slavishly to AD&D guidelines leave elves to a miserable fate. Once killed, the noble elf cannot be resurrected. There is no way around this, so if you rely heavily on elves while creating your party of adventurers, be prepared to face a more permanent death.

AD&D games have some confusing inconsistencies. In the normal world, except for personal weight and interest rates, the larger the statistic, the better it is. You'll find this mostly true in AD&D games, but not completely so.

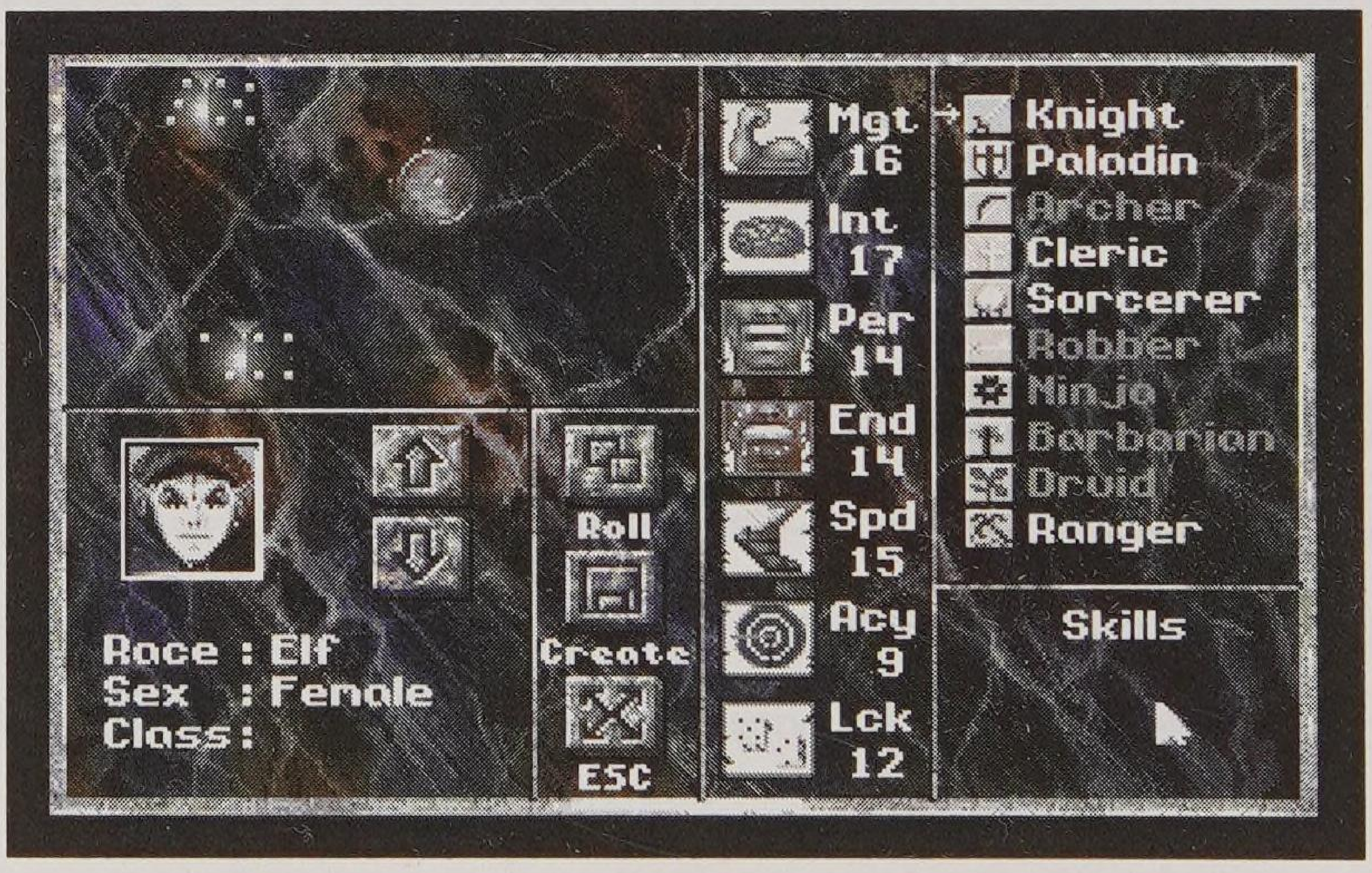


The lower your THAC0 (THAC0 you say?—more on that later) and your armor class, the better.

That's just the way it is. Accept it and move on. If the strict rules of an RPG stifle you, then play a game, and there are many good ones, that doesn't adhere to the letter of the AD&D law.

UNLEASHING THE RPG PARTY

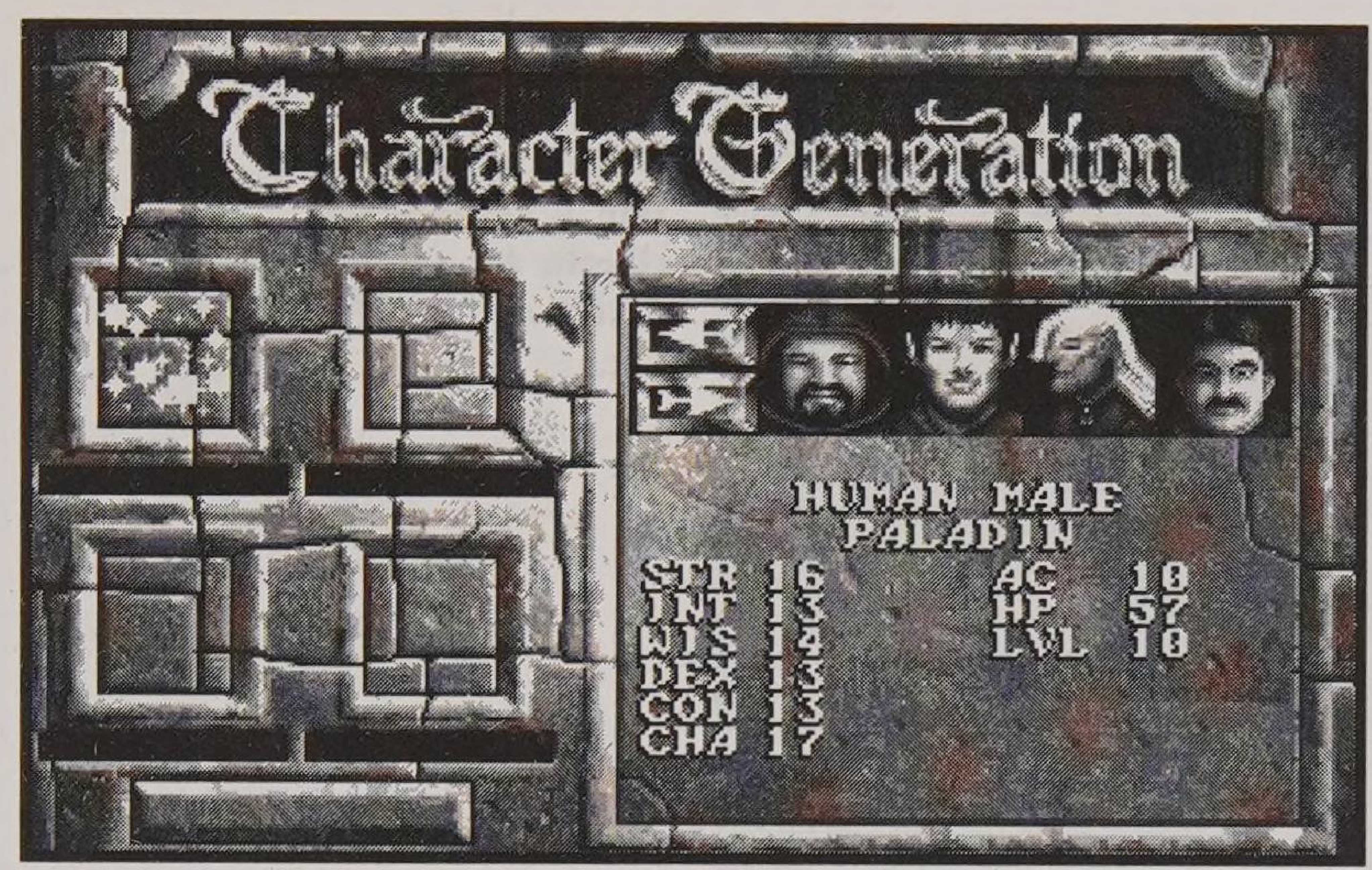
The creation of characters for the adventuring party is the first, and perhaps most important, step taken by the RPG player. Unfortunately, RPG party creation utilities can be very intimidating, particularly to the novice.


Race : Elf
Sex : Female
Class:

Mgt 16
Int 17
Per 14
End 14
Spd 15
Acy 9
Lck 12

Roll
Create
ESC
Knight
Paladin
Archer
Cleric
Sorcerer
Robber
Ninja
Barbarian
Druid
Ranger
Skills

Character creation in the World of Xeen.



```
Character Generation

      HUMAN MALE
        PALADIN
STR 16        AC   10
INT 13        HP   57
WIS 14        LVL  10
DEX 13
CON 13
CHA 17
```

Beginning of character creation in Eye of the Beholder III.

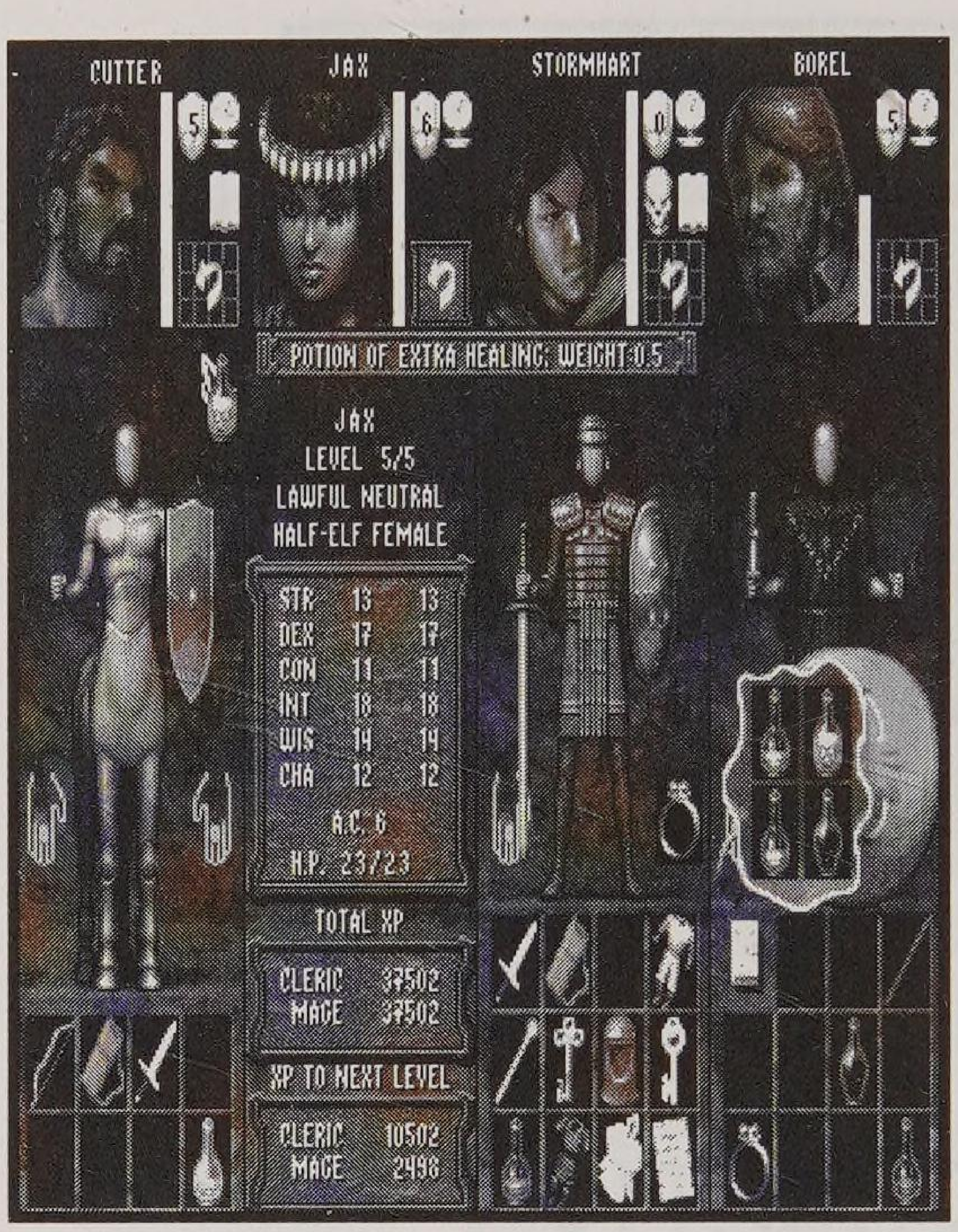
NOTE

SOME GAMES ONLY HAVE A PARTY OF ONE. READ ON, THOUGH; MOST CONCEPTS THAT APPLY TO MULTIPLE CHARACTER PARTIES APPLY TO SINGLE CHARACTERS.

CHARACTER CREATION

The gamer should first consult the manual that came with the game. The quality of game manuals is as varied as the games themselves, but manuals are the only way to get insight from those who designed the RPG. Fortunately, game manuals have improved dramatically in recent years, and, for the most part, do an excellent job explaining character attributes and game nuances a successful player needs to understand before venturing into the RPG's world.

Rather than spew forth humdrum definitions for the typical character creation terms in RPGs, I feel that the easiest way to get a handle on RPG character creation is to presume you have created a stalwart character. Let's call her Coconut Etta. Her résumé would read something like the following:



POTION OF EXTRA HEALING: WEIGHT 0.5

JAX
LEVEL 5/5
LAWFUL NEUTRAL
HALF-ELF FEMALE

STR 13 13
DEX 17 17
CON 11 11
INT 18 18
WIS 14 14
CHA 12 12

A.C. 6
H.P. 23/23

TOTAL XP
CLERIC 37502
MAGE 37502

XP TO NEXT LEVEL
CLERIC 10502
MAGE 2498

The character screen in Menzoberranzan. Note how all important statistics and objects are easily found and ready for use.

COCONUT ETTA

CHARACTERISTIC	DESCRIPTION
Race	Elf. Tall. Pointy ears. Expert archer.
Sex	Female
Class	Thief
Level	1. (With experience, she will rise to double-digit levels. She needs about 800 experience points to rise to level 2.)
Age	Lives to be over 1,000. Present age too embarrassing to mention.
Strength	Low. Slight of build.
Speed	Very high

Endurance	Extremely low
Intelligence	High
Charisma	A real charmer
Wisdom	Wise beyond her years
Hit Points	12. Good thing she's in the rear rank, or a few good swipes from a monster's claw would finish her.
Alignment	Chaotic. Could care less about anyone but herself.
Skills	Lockpicking doors and treasure chests. Detecting secret walls.
Weapon	Bow and arrows
Armor	Leather Stuff (Jerkin, boots, greaves, and bracers)
Armor Class	Nothing to speak of
Resistance	Sleep and charms spells
Encumbrance	Light
THAC0	So-so
Experience	None. Once she starts adventuring, she will gain experience by solving puzzles and destroying evil monsters.

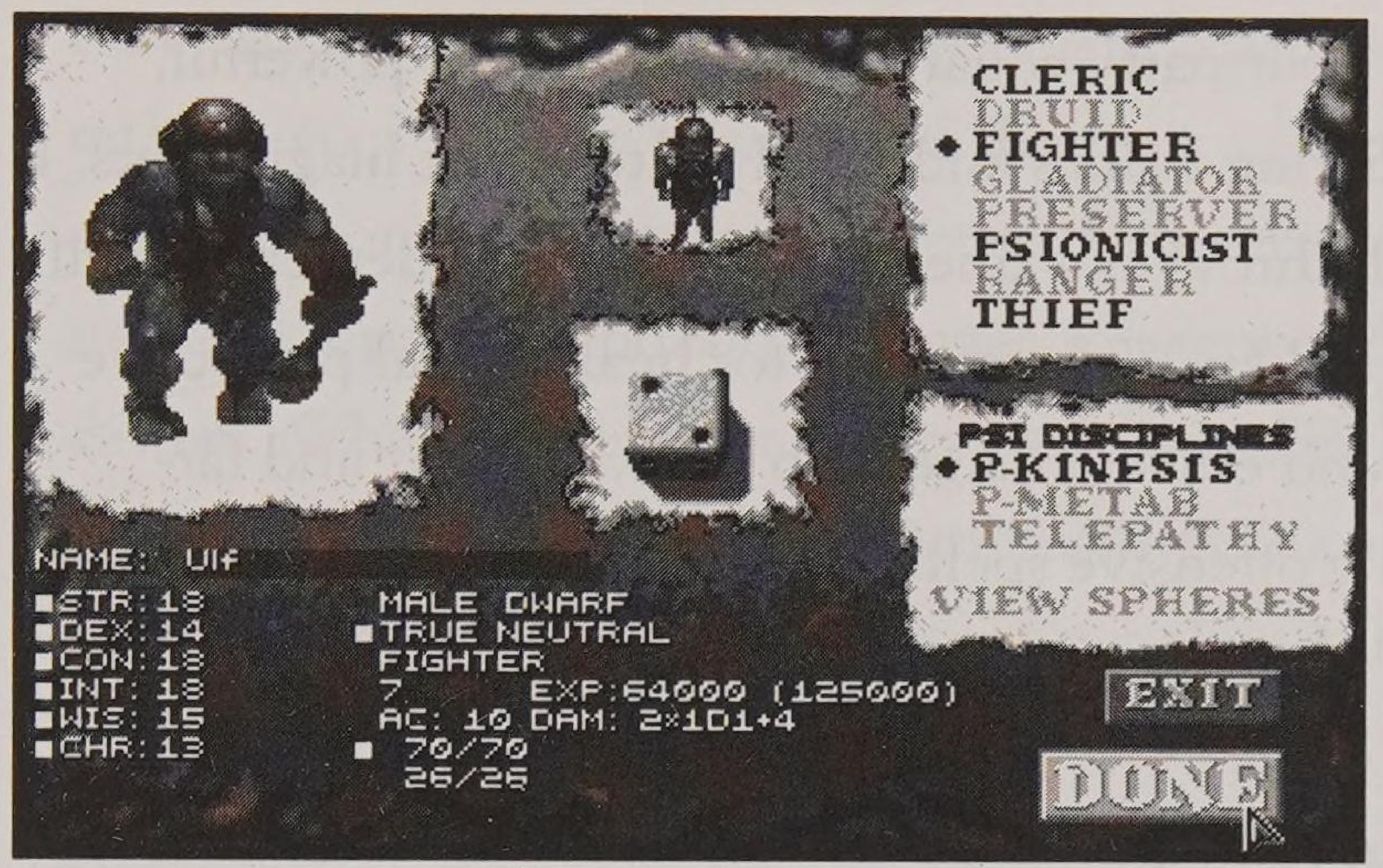
A few terms bear closer examination.

- THAC0 is a character ability score carryover from D&D. At first utterance, a word rhyming with "whacko" rolls off your tongue. Closer examination reveals that this is actually one of those rare

expressions where letters adjoin numbers, like Catch-22 or a certain hearty steak sauce (A1). Cranking up the microscope, you notice that the last character is a zero, not the letter “o”! Maybe its meaning sheds some light – “To Hit Armor Class 0”!! Enough; the term signifies what chance the character has of hitting a monster, or vice versa.

- Encumbrance is how much weight the character can carry before being too laden down to move.
- Alignment ranges from good to neutral to bad and simply is how a character views others in the world.
- Armor Class is how well-protected the character is. For some strange reason, known only to the creators of D&D, the lower this figure, the better.
- Resistance is how well the character can counteract magic cast against her/him during combat.
- The higher the Experience, the higher the Level.
- The higher the Level, the higher the other character attributes.

One rule should always be observed when you create a party of characters. Always, always, adhere to the RPGs maximum number of characters allowed in a party. Quest with that number, and no less. Playing an RPG with less than a full complement is foolhardy, at best, and completely pointless at worst.


CLERIC
DRUID
◆ FIGHTER
GLADIATOR
PRESERVER
PSIONICIST
RANGER
THIEF
PSI DISCIPLINES
◆ P-KINESIS
P-METAB
TELEPATHY
VIEW SPHERES
EXIT
DONE

```
NAME: Ulf
■STR:18        MALE DWARF
■DEX:14       ■TRUE NEUTRAL
■CON:18        FIGHTER
■INT: 18       7      EXP:64000 (125000)
■WIS: 15       AC: 10 DAM: 2×1D1+4
■CHR:13       ■ 70/70
                26/26
```

Dark Sun's flexible character creation screen, where the player's options for molding specialized characters are unlimited.

A DELICATE EQUILIBRIUM

Many diverse qualities are necessary to successfully complete a complex RPG. Without a doubt, the two most important are balance and versatility.

BALANCE

Resist the temptation to create a party composed only of Herculean plate-armored, broadsword-wielding rascals. The same rule holds true for the opposite kind of group, a party of wimpy magic casters and thieves dressed in silk.

Questing with an unbalanced party is almost certain to result in total failure. If you don't balance your party, you can count on getting whomped. Blend the strong with the weak, the well-armored with the barely-clad, and the club brandishers with the staff bearers.

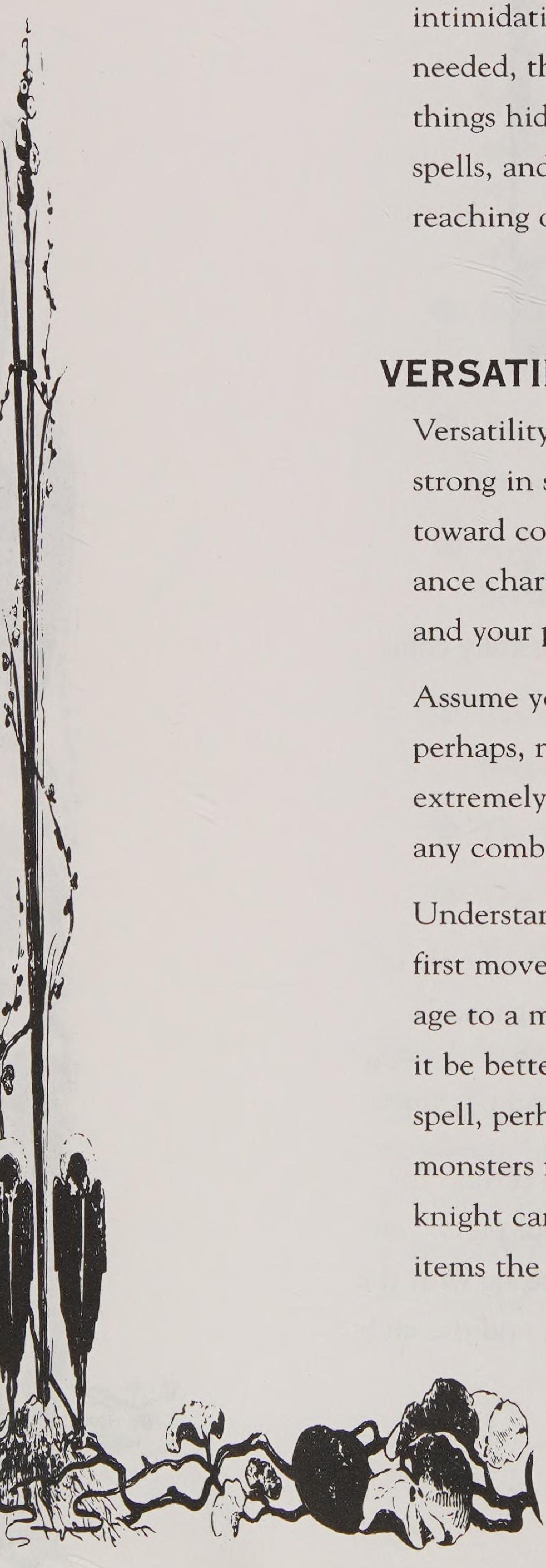
Divide your party equally between strong, powerful, intimidating bullies and highly intelligent magic users. If needed, throw in a thief, ranger, or other detector of all things hidden. Take a cleric for healing and protective spells, and enlist a mage who knows potent and far-reaching offensive spells for monster blasting.

VERSATILITY

Versatility is just as important as balance. A party equally strong in spellcasters and hard-hitters goes a long way toward conquering monsters in combat. Add to this balance characters that can perform multiple combat tasks, and your party is one to be feared.

Assume you have a wonderful fighter, a female knight perhaps, named Koo the Fierce. Imagine that Koo has extremely high dexterity, giving her the first move in any combat.

Understandably, this fine warrior uses her weapon on the first move of the first round and brings considerable damage to a monster target. Because she moves first, wouldn't it be better if Koo also had the ability to cast a magic spell, perhaps the spell of Paralyze that would freeze the monsters for Koo's comrades in arms? True, a warrior or knight cannot cast spells, but, what about those magic items the party has garnered on their quest?



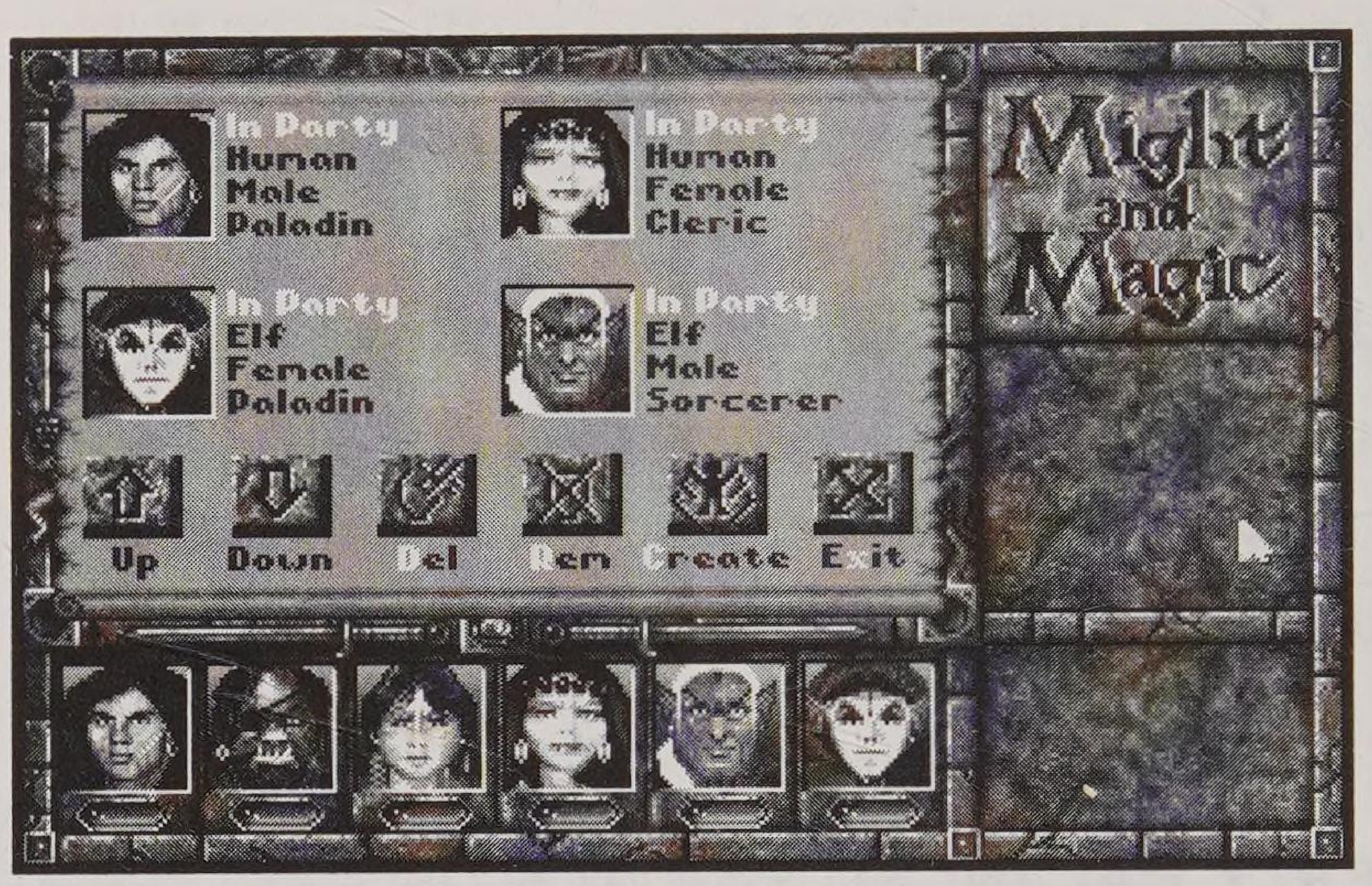
Have you been giving those to your spell casters? If so, rethink your actions. Give items that can cast magic spells to non-magic party characters. Conversely, give items that produce physical damage to the weakling spell casters. When this is done, every party member has the ability to cast spells or inflict significant physical damage, a definite advantage for the upwardly mobile party.

PROPERLY BALANCED PARTIES OF 4 CHARACTERS

Jacks and Jills of All Trades
Dwarf Fighter
Human Paladin
Elf Mage
Half-Elf Cleric

Mix and Match
Dwarf Fighter
Human Paladin
Half Elven Cleric/Mage
Human Cleric

Specialists
Dwarf Fighter
Human Paladin
Elf Mage
Half-Elf Cleric


In Party
Human
Male
Paladin

In Party
Human
Female
Cleric

In Party
Elf
Female
Paladin

In Party
Elf
Male
Sorcerer

4 of the 6 party members allowable demonstrate a suitable balance of magicians and fighters in the World of Xeen.

WHAT'S IN A NAME?

In games that permit many characters to travel in a single party, naming your adventurers can be more important than it would seem. Imagine furiously combating heinous Vampire Lords or despicable Dark Knights. Your cleric, Melvin, gets his turn. Believe it or not, it's easy to forget who's named who in the heat of battle, especially when you're in charge of four or more characters. There's not much in the name Melvin that immediately identifies the character as a cleric.

I have a simple cure for this. Name your characters after people you know, or fictional or historical personages that remind you of the character's physical build, profession, or general disposition.

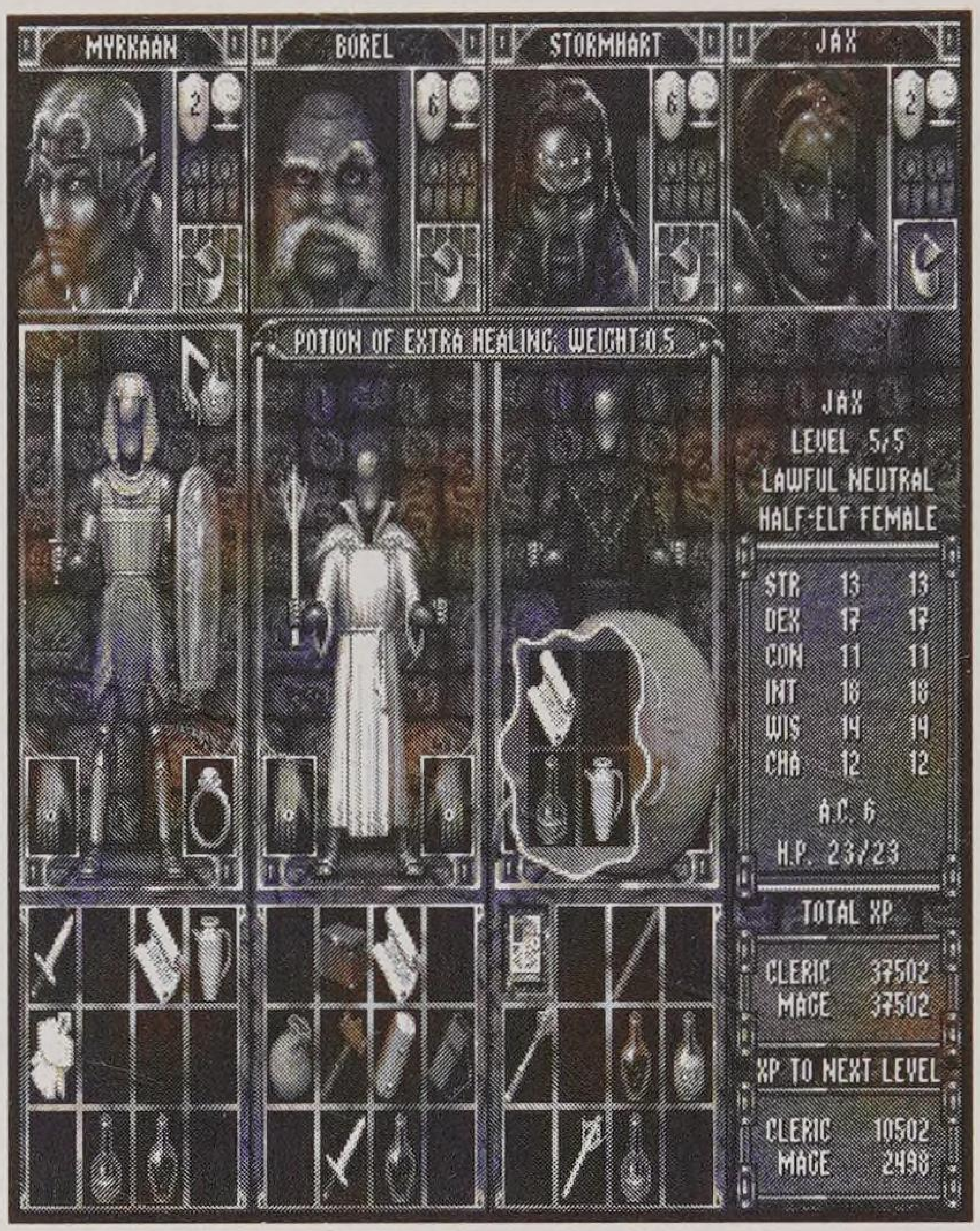
A few of my favorite character names follow.

PARTY MEMBER	MODERN	FICTIONAL	PAST
Elfen Thief	Michael J	RHood	Bonnie or Clyde
Dwarf Fighter	Dr. Dave	Grumpy	Napoleon
Human Wizard	Iacocca	Merlin	Rasputin
Half-Orc Cleric	Theresa	Becket	Salk

Of my favorite character names, or derivations, Dr. Dave is probably the only one needing explanation. Dr. Dave is a short, stout, prominent general practitioner, a real doctor, and his first name is positively Dave. Putting him in front of a computer RPG transforms this likable friend into a raging harbinger of doom.

MULTIPLE PERSONALITIES

Some games permit the creation of characters from more than one class or profession: fighter/mage, cleric/thief, for example. At first sight, creating such characters looks especially appealing. The image of a heavily-armored mace-wielding knight casting magical thunderbolts into the enemy ranks is a tempting one.



JAX
LEVEL 5/5
LAWFUL NEUTRAL
HALF-ELF FEMALE

STR 13 13
DEX 17 17
CON 11 11
INT 18 18
WIS 14 14
CHA 12 12

A.C. 6
H.P. 23/23

TOTAL XP
CLERIC 37502
MAGE 37502

XP TO NEXT LEVEL
CLERIC 10502
MAGE 2498

Jax, in Ravenloft: Stone Prophet, is a multi-class character.

For all their potential benefits, multi-class characters have one very real drawback. These characters advance far more slowly in their different professions than do single-class characters. Adventuring with a predominantly multi-class party definitely slows game progress. Creating and developing about a quarter of the party's characters as multi-class should cut down on the ill effects of a party advancing at a snail's pace.

OVERVIEW OF RACES BY ABILITIES

RACE	STRENGTH	SPEED	ENDURANCE	CHARISMA	WISDOM
Human	Average	Average	Average	Average	Average
Dwarf	High	Low	High	Low	Low
Gnome	Average	Average	Average	Average	Average
Elf	Low	High	Average	High	High
Half-Elf	Low	Average	Average	Average	High
Ranger	Average	Average	Average	High	Average
Paladin	High	Average	High	Average	Average

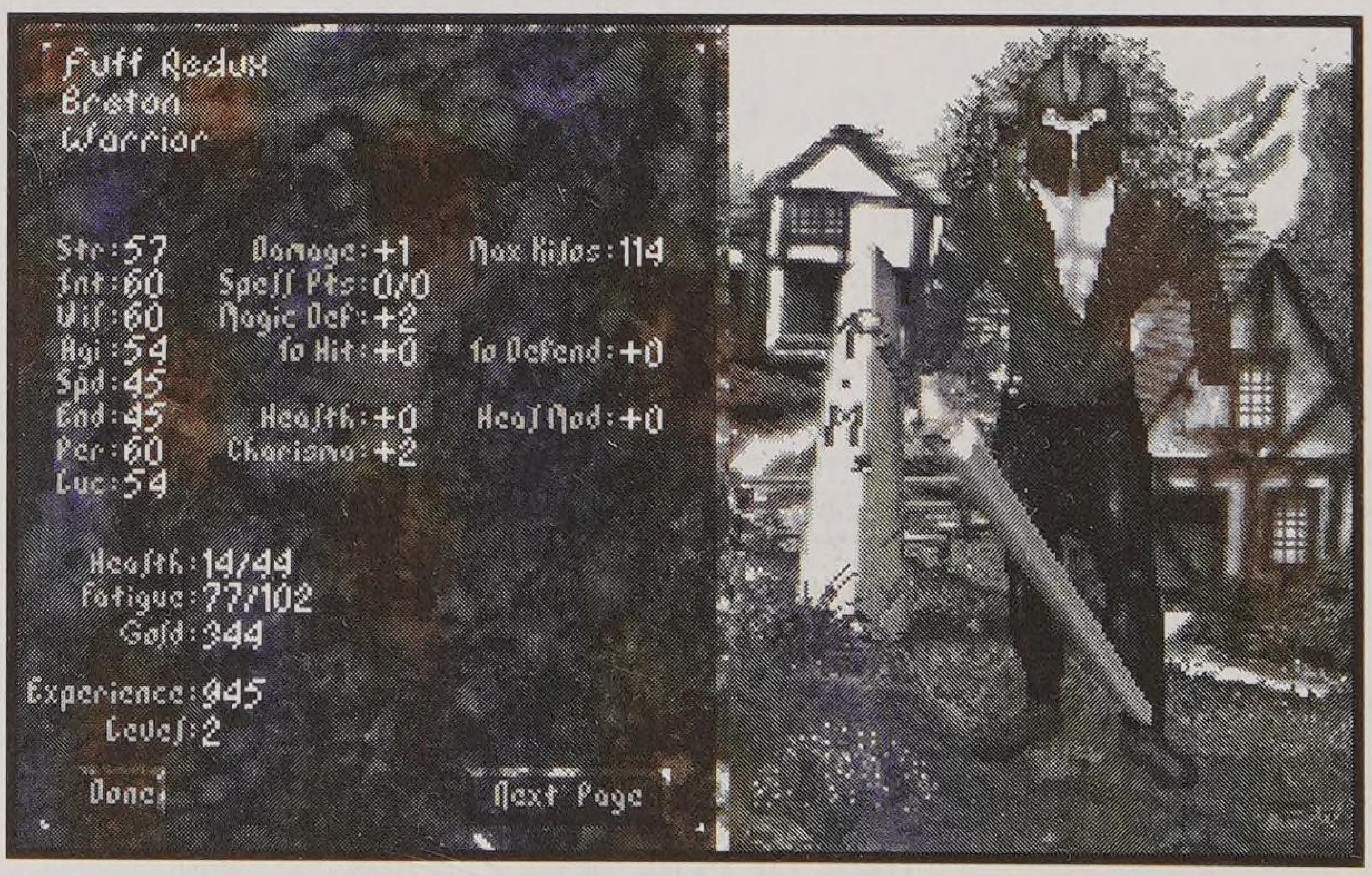
ISN'T PALADIN A TV WESTERN?

The world of RPG games is filled with bizarre and exotic character professions. The following table explains a few of the more obscure professions.

PROFESSIONS	DESCRIPTION
Paladin	Virtuous, clerical knight.
Tinker	A fixer of pots and pans.
Ranger	An outdoors-type. Great tracker and user of bow and arrows.
Bard	Cross-bow wielding singer of songs.

And, in case you need it, here's the shakedown on the races you'll encounter in RPGs.

RACE	DESCRIPTION
Human	Average in all aspects.
Dwarf	Short, broad, dumb, and slow.
Gnome	Small, smart, and slow.
Elf	Tall, thin, and smart.
Half-Elf	1/2 tall, 1/2 thin, and 1/2 smart.
Halfling	1/2 short, 1/2 thin, and 1/2 smart.
Orc	Big, dumb, slow, and extremely ugly.
Half-Orc	1/2 big, 1/2 dumb, 1/2 slow, and 1/2 extremely ugly.



```
Fuff Redux
Breton
Warrior

Str:57    Damage:+1     Max Kilos:114
Int:60  Spell Pts:0/0
Wil:60  Magic Def:+2
Agi:54     To Hit:+0    To Defend:+0
Spd:45
End:45     Health:+0     Heal Mod:+0
Per:60   Charisma:+2
Luc:54

   Health:14/44
  Fatigue:77/102
     Gold:344

Experience:945
     Level:2
```

A valiant warrior with impressive statistics begins to adventure in Arena.

VALUABLE RPG CHARACTERS

- Human Fighter
- Human Paladin
- Gnome Thief
- Half-Elf Ranger
- Dwarf Fighter
- Elf Mage
- Half-Elf Cleric
- Human Cleric

RE-ROLLS

Games that let you create your characters usually give you a very important choice when you've finished generating their statistics—"Do you wish to re-roll or keep the character?" This gives you one last chance to accept or reject the newborn character you have created. More importantly, you get another chance to improve on the character's ability scores and other vital statistics.

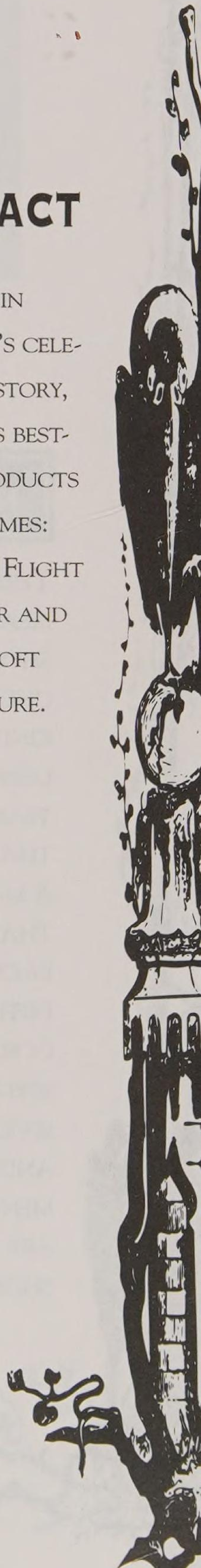
A Warrior with a strength of 14 and an agility of 12 will hit a lot harder and quicker with a strength of 16 and an agility of 14. Why not quest with the best? Similarly, smarter spell casters with higher wisdom cast spells more effectively and usually have more spellcasting points.

RPG FACT

EARLY IN MICROSOFT'S CELEBRATED HISTORY, TWO OF ITS BEST-SELLING PRODUCTS WERE GAMES: MICROSOFT FLIGHT SIMULATOR AND MICROSOFT ADVENTURE.

PROFESSIONS AND STATISTICS

Another important thing to remember when you generate your characters is which statistics are important to which profession. For the most part it's pretty obvious. Fighters need a lot of strength and wizards need a lot of intelligence. Go figure. There are, however, less obvious necessities for some professions.



PROFESSION	STRENGTH	SPEED	ENDURANCE	CHARISMA	WISDOM
Fighter	High	Average	Average	Average	Low
Mage	Low	Average	Low	High	Very High
Cleric	Average	Average	Average	Average	Very High
Tinker	Low	Average	Average	Average	Average
Bard	Low	Average	Average	High	High
Thief	Low	Very High	Average	Average	Low

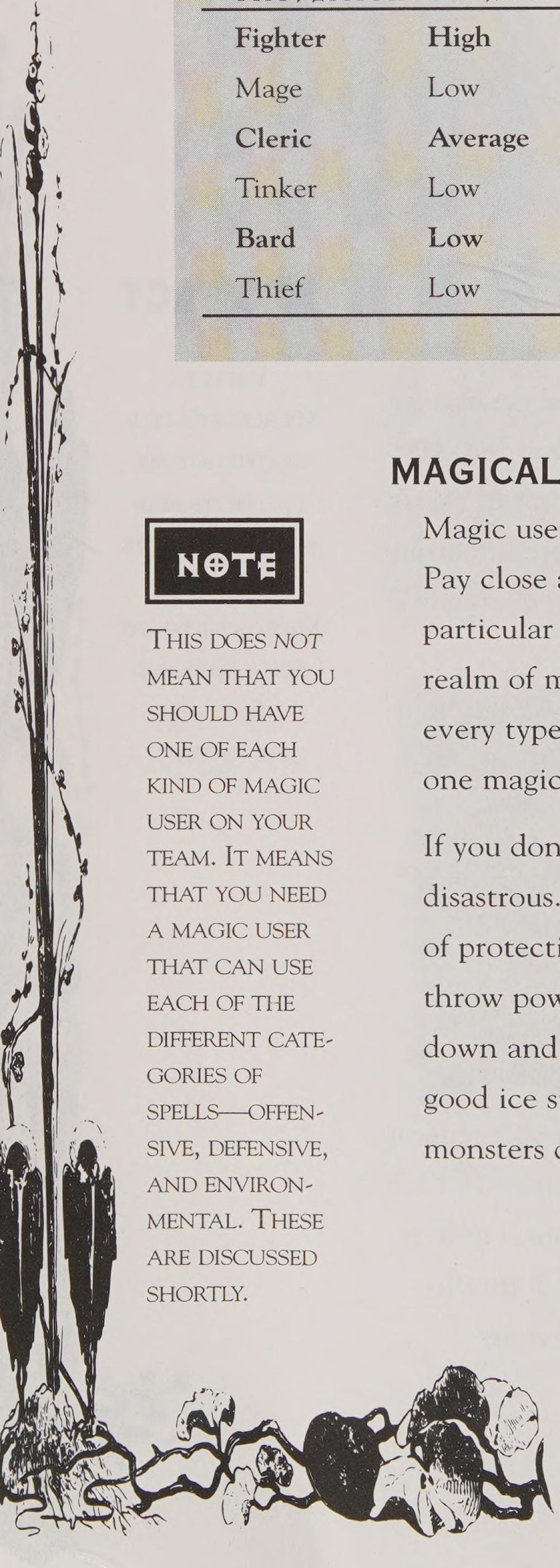
MAGICAL POWER CLASSES

NOTE

This does *not* mean that you should have one of each kind of magic user on your team. It means that you need a magic user that can use each of the different categories of spells—offensive, defensive, and environmental. These are discussed shortly.

Magic users should play an important role on the team. Pay close attention to the magic system available in any particular game. If a game has more than one kind or realm of magic, you must make absolutely certain that every type of magic can be learned and used by at least one magic user in the party.

If you don't observe this rule, the consequences can be disastrous. Assume your magic users can only cast spells of protection and healing, and are completely unable to throw powerful attack spells. Monsters can easily wear down and wait out protection and healing spells, but a good ice storm will knock their socks off. Well, most monsters don't actually wear socks, but you get the idea.

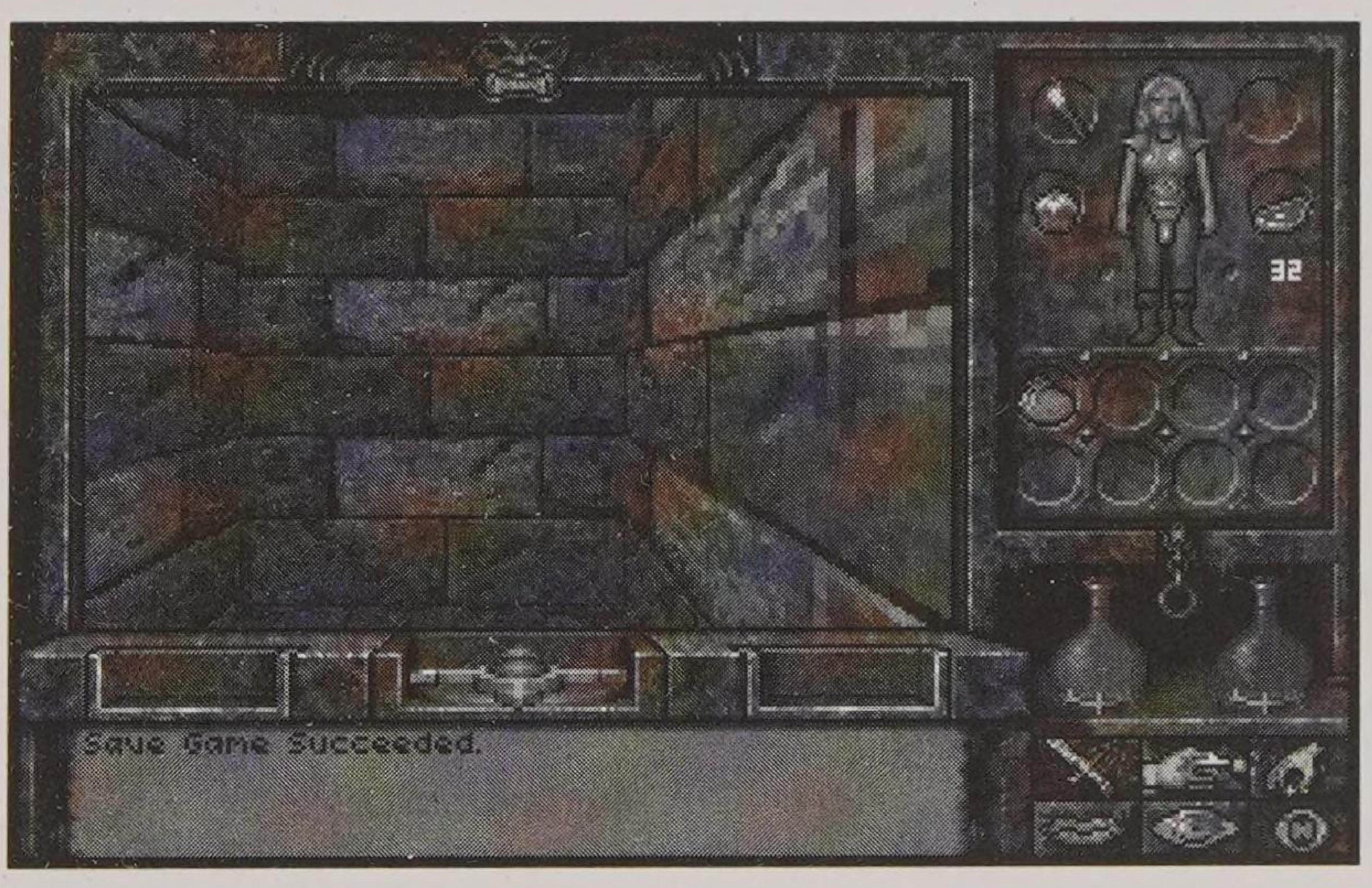


Some RPGs require a particular magic spell to be cast at crucial junctures in the game. Imagine toiling for 50 hours playing an RPG, and then discovering that you must cast a spell that no magic user in the party can learn!

Magical systems come in many flavors. Generally, there are three different categories of spells: offensive (combat), defensive (protection), and environmental (surroundings).

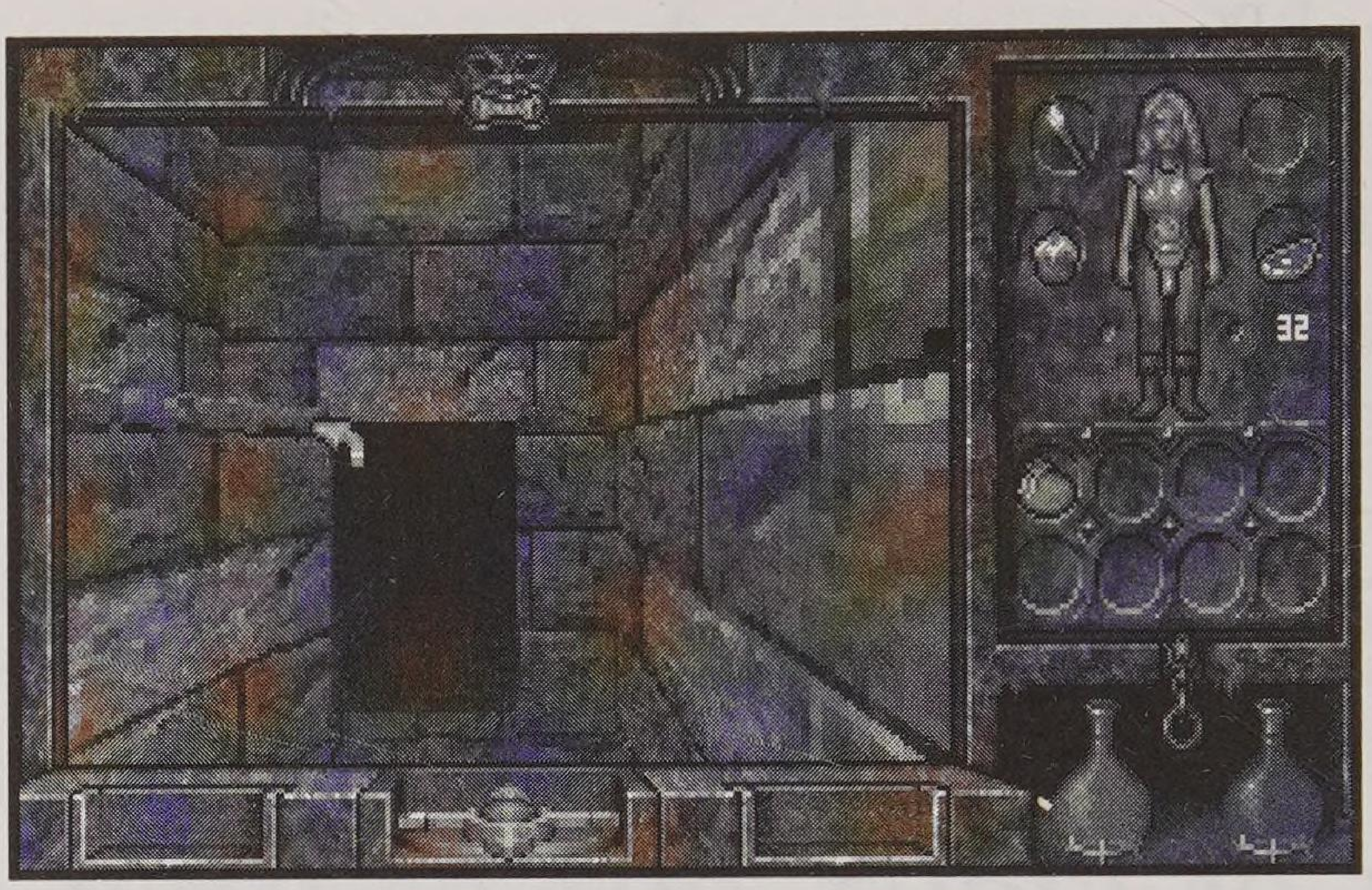
OUT OF SIGHT, OUT OF MIND

Some games contain many hidden locations. Game completion is impossible if you don't find and explore even the places that aren't in plain sight. The discovery of hidden walls and secret doors holds the key to many a quest.



Save Game Succeeded.

Always search dead-ends like this one in Ultima Underworld: Labyrinth of Worlds for secret doors.

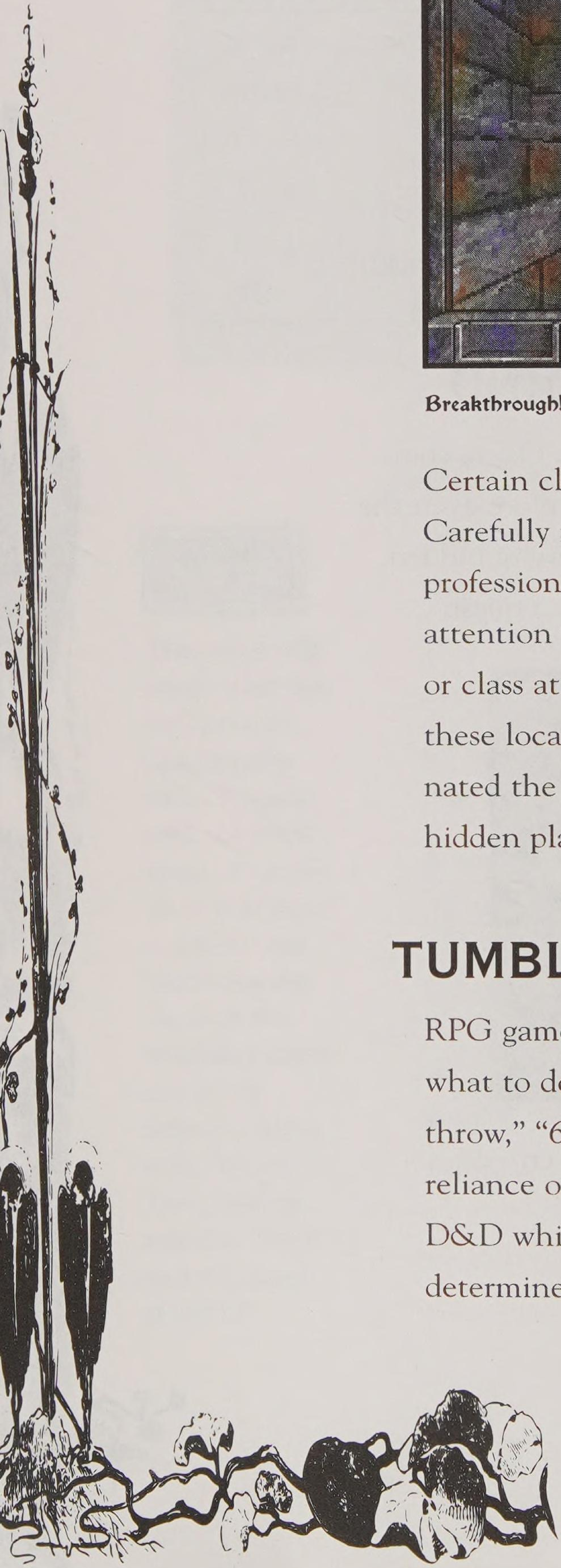


Breakthrough! A secret door is found!

Certain classes excel at detecting hidden locations. Carefully review game manual descriptions of classes or professions available in any particular game. Pay close attention to any mention of primary or secondary skills or class attributes that enable a party member to find these locations. Make sure that such a character is designated the party leader if only the leader can look for hidden places.

TUMBLING DICE

RPG games and materials constantly refer to dice and what to do with them. Witness the expressions "saving throw," "6-sided," "bonuses," and "modifications." This reliance on little cubes and dodecahedrons comes from D&D which regularly uses dice to resolve disputes and determine outcomes.



Let's suppose that an evil slime monster just bit your stalwart knight. Slimes infect their prey with a horrible poison. However, just before the computer finishes calculating the effect of the bite, a so-called "saving throw" of the dice is made. If the roll is below a predetermined threshold, your knight does not succumb to the poison; above the threshold, the character is pumped full of toxins.

Let's examine the arcane D&D expressions for interpreting how dice are thrown. First, RPG dice have several different side configurations. Many combinations of multi-sided dice can be used to make particular calculations. These dice are not your ordinary crap table dice, but strange, twenty-, twelve-, ten-, and four-sided dice.

Some game materials and documentation tell you that a weapon does damage of 1D6+1. This means that 1 is multiplied by the result of throwing a six-sided die, then 1 is added. If the computer rolls a 5, for example, the damage done by the weapon is 6, or 5 plus 1. If the computer rolls a 2, the damage done is 3. Similarly, 3D4+15 means that 3 is multiplied times the result of throwing a four-sided die, then 15 is added. If the computer rolls a 2, then multiply 3 times 2, and add 15 for a damage total of 21.

Obviously, weapons with higher number potential inflict a lot more damage. 1D6+1 with maximum damage potential of 7 is fairly lame when you realize that 3D4+15 could do a whopping 27 points of damage and never does less

than 18! Look for the higher numbers in all of these algebraic looking formulas, regardless if you're considering armor, weapons, or magic noodles.

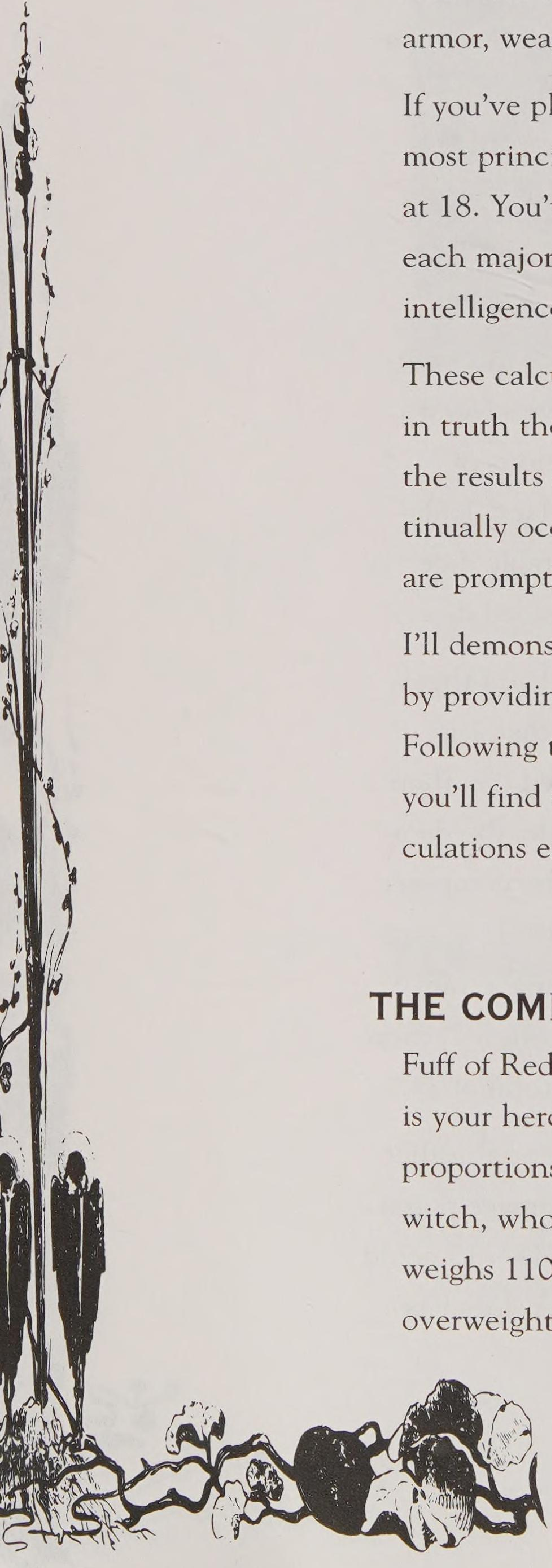
If you've played a few RPGs you've probably noticed that most principal character attributes always seem to max out at 18. You've probably guessed it by now, but in AD&D each major character attribute, like strength, dexterity, and intelligence, is determined by rolling three 6-sided dice.

These calculations may seem complex and mysterious, but in truth they introduce the element of randomness into the results of actions. The dice roll calculations that continually occur during RPG combats and other situations are promptly resolved by the computer.

I'll demonstrate how the dice rolls and numbers play out by providing an example of a typical combat round. Following the lengthy computer calculation explanation, you'll find that a quick-and-dirty way to look at such calculations ensues.

THE COMPUTER'S WAY

Fuff of Redondo, a stalwart gigantic 800-pound barbarian is your hero in the combat. Armed with a club of massive proportions, Fuff is confronted by Jeannette, a wicked witch, who can cast devastating magic spells. Jeannette weighs 110 pounds soaking wet and has the agility of an overweight snail.



Fuff is wearing thick platemail from head-to-toe and holds a strong shield made of cast-iron in one hand and a huge sword in the other. Jeannette is wearing a paper-thin robe and wields a curved dagger.

CHARACTER	HIT POINTS
Fuff	203 Hit Points
Jeannette	82 Hit Points

ROUND 1

Fuff has a much higher dexterity and agility than Jeannette, so he gets to take the first shot. His high level gives him two combat swings each round. His first blow almost sends Jeannette into the next county. Her robe and low constitution is no match for Fuff's strength and powerful weapon. She loses almost 60 hit points.

Jeannette, shaken but unbowed, strikes back at Fuff with her dagger. Unfortunately for her, the dagger is no match for Fuff's plate armor. In fact, the dagger breaks when it makes contact with Fuff's protective covering. The computer determines that Jeannette has no chance of hitting the well-armed and armored Fuff during the particular combat.

ROUND 2

This combat proves to be the shortest since Cassius Clay knocked out the Russian champion in the 1964

Olympics. Fuff's next blow slices through Jeannette's tattered robe in no time. Jeannette crumples like a sack of wheat.

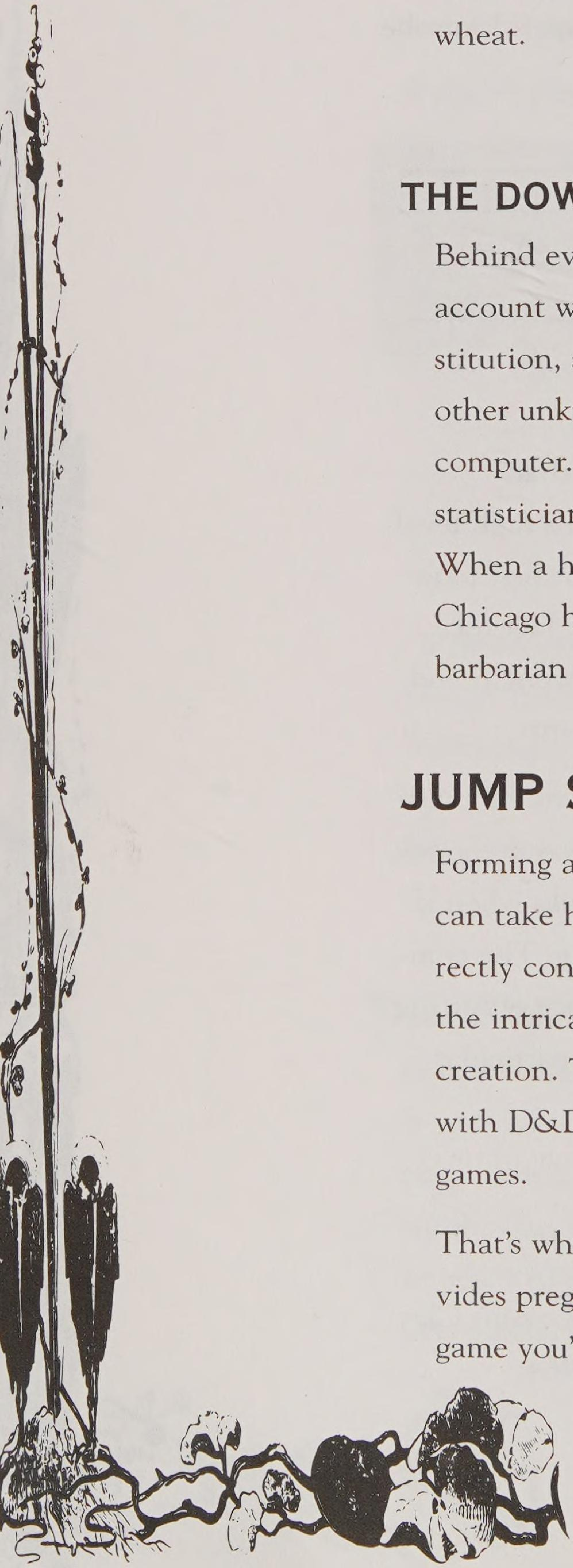
THE DOWN-AND-DIRTY WAY

Behind every sentence in the above round-by-round account was a number. Hit points, dexterity, agility, constitution, armor rating, weapon rating, and a host of other unknowns were calculated and resolved by the computer. Rather than try to become a world-renowned statistician, simply think of what happened in this way: When a huge barbarian armed with a club the size of Chicago hits a weak, tiny, robe-wearing magician, the barbarian wins every time. Simple enough?

JUMP STARTS

Forming a party even in some of today's gaming systems can take hours. In the mid-1980s, designers of RPGs correctly concluded that many players weren't interested in the intricacies and time-consuming details of character creation. This was particularly true of players unfamiliar with D&D and other role-playing pencil-and-paper games.

That's why you'll now find almost every single RPG provides pregenerated or prerolled parties. When you start a game you're now given a well-balanced party with



enough money and equipment to survive in the world. This is a double-edged sword. While it gives the player a chance to strike out into the exciting RPG world immediately, the personalizing of characters that makes RPGs so much fun is lost.

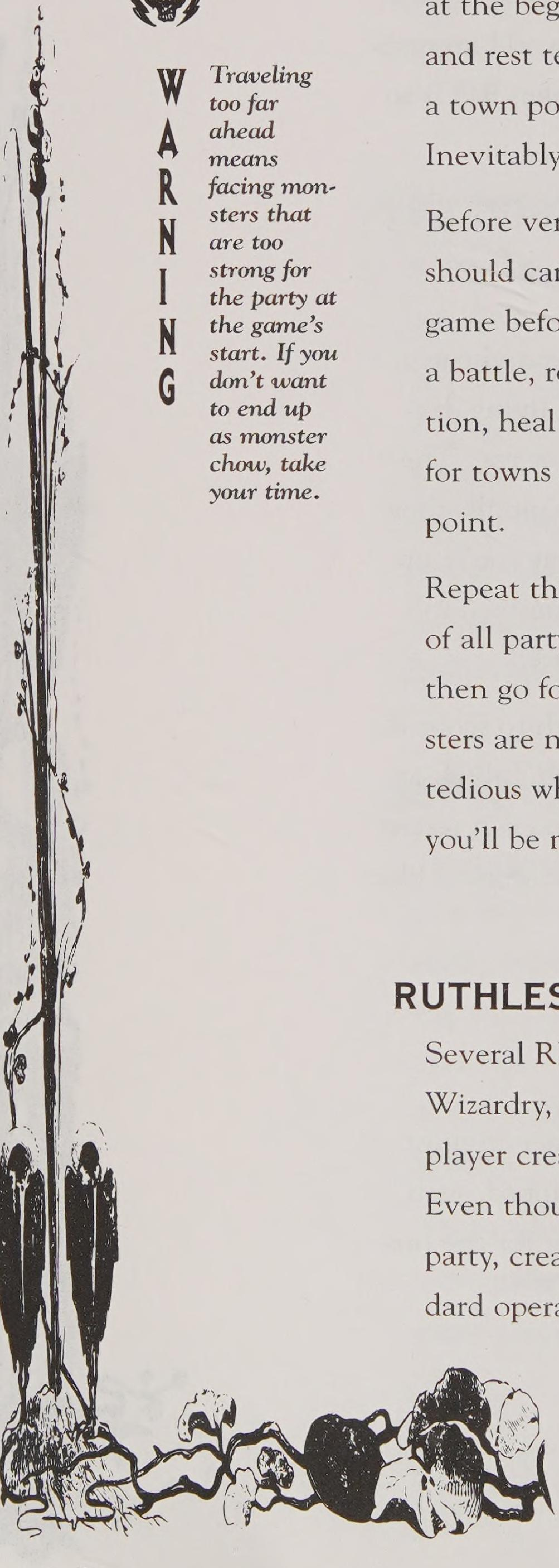
SEND IN THE CLOWNS

My favorite technique is to send the pregenerated party forth to scout out the area. Let them get the living daylights beat out of them, and don't let it bother you. The point of risking them is to carefully note the pitfalls they encounter. Once you have an idea about what you're up against, craft a party of your own design guaranteed to meet the challenges your guinea pigs uncovered.

You can also send your generated parties forth to scout if you save before you go. Once they get hacked, killed, or disappear (and you have a lay of the land) you can restart from square one, all the wiser. If only real life worked like that.

HIT, RUN, AND REST

Beginning parties are at a decided disadvantage in most RPGs. Weak, badly-armored and poorly-equipped, such parties aren't much more than cannon fodder for the hostile beasts and elements they'll face.



WARNING

Traveling too far ahead means facing monsters that are too strong for the party at the game's start. If you don't want to end up as monster chow, take your time.

A time-honored method of eliminating this disadvantage at the beginning of many RPGs is called the hit, run, and rest technique. Usually, RPGs begin in a safe haven, a town possibly, or a protected outdoor location. Inevitably, monsters lurk nearby.

Before venturing out or taking a single step, the player should carefully study the world's game map. Save the game before doing anything. Take a few steps. If you win a battle, retreat immediately to that safe starting position, heal up, and save the game. If you're outdoors, look for towns and villages as close as possible to your starting point.

Repeat this strategy until the skill and experience levels of all party members have tripled. Save the game again, then go forward. You'll find that those beginning monsters are now pushovers. While this may seem a bit tedious when you're itching to slay dragons, this ensures you'll be more likely to survive the dangers ahead.

RUTHLESS STRATEGY

Several RPG gaming systems (Might and Magic Wizardry, and Realms of Arkania, to name a few) let the player create endless numbers of individual characters. Even though the RPG limits the size of the adventuring party, creating a reserve pool of waiting explorers is standard operating procedure for prudent RPG players.

Every character you create comes with weapons, armor, objects, and money compatible with his or her race and class. Let's say a character was generated with a nice, shiny broadsword, chain mail, a ring of healing, and 230 gold pieces. Unfortunately, the character's stats are puny; he has no strength, bad luck, and no spell casting ability.

This character, or any other underachieving character you create, can be put to good use. Have this character join the party, then give all of his weapons, armor, objects, and gold to one of your quality party members. Remove the character from the party. Although the character is now naked and penniless, the party can use his former possessions and hoard his gold.

While this seems cold and cruel, rest assured that a beginning party of adventurers needs the benefits. Use this ploy in later game stages if money becomes scarce or weapons and armor become irreparable. Remember, this strategy only works with games where the number of characters that can be created exceeds the number that can adventure.

EXPLORING THE RPG WORLD

The key to playing, enjoying, and winning RPGs is constant exploration. You must interact with the world's inhabitants and find out what's around the next corner. RPGs take place in living, breathing, dynamic, and surprising worlds.

The following section gives some of the basic strategies you'll need to know to interact with the RPG universe, over and above what many manuals tell you. You'll learn how to efficiently and effectively handle explorations of the game's fantasy world.

Mind these simple rules and you'll find every journey easier.

1. Clear out monster pockets, or places where a certain type of monster is repeatedly found. Observe whether the RPG rewards clearing monsters by preserving the monster-free environment. If so, return often to these now-safe havens to rest, power up, and cast protective spells.
2. Cast spells geared toward making exploring easier. Light spells are invaluable, for without light in dark, dank places, the secret doors, walls, and the

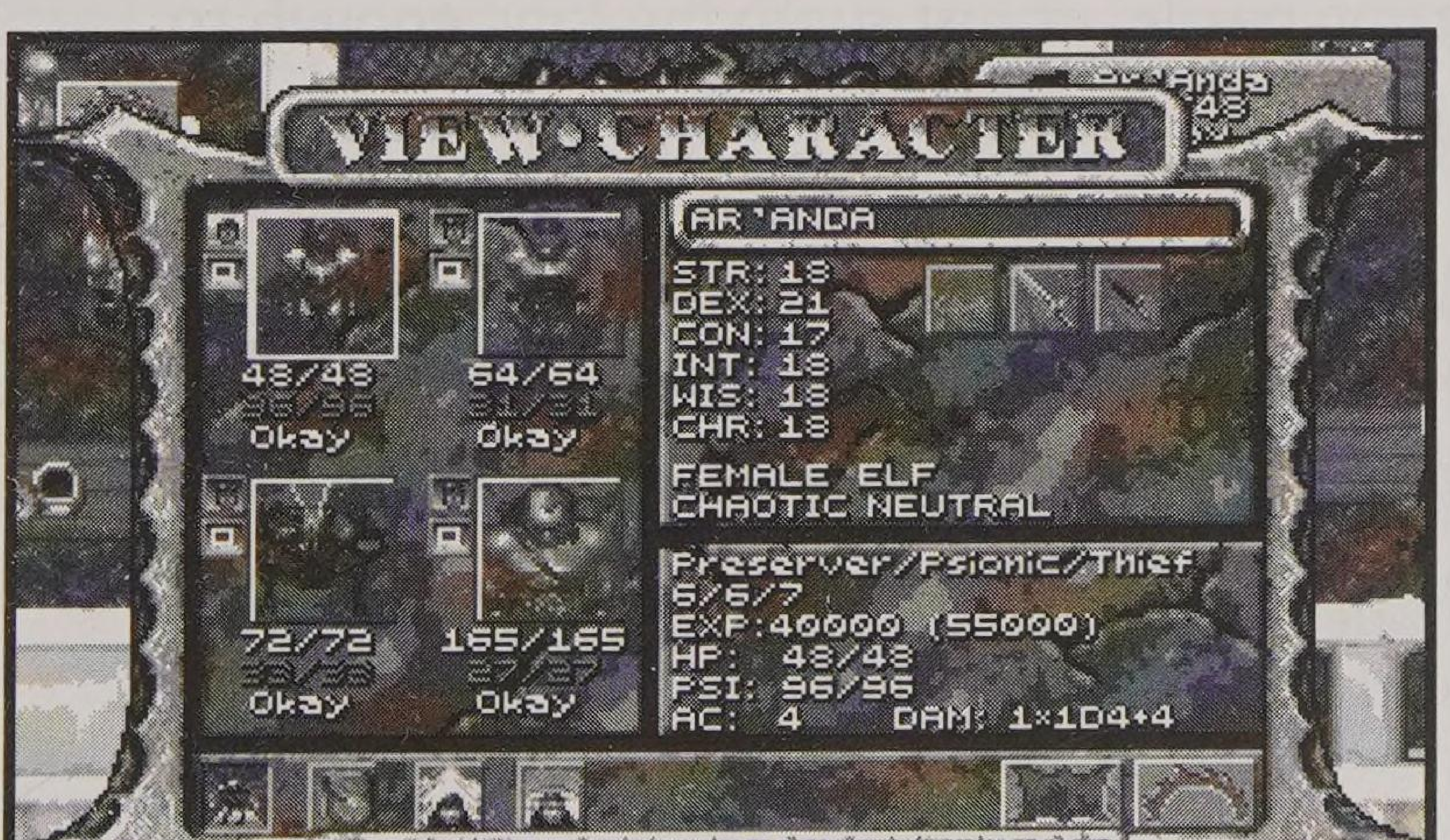
monsters remain undiscovered. Except, that is, for the monsters that use the dark to sneak up on you.

3. In certain games, Ultima VII, for example, the sudden reduction in life points might very well be attributable to the lack of food. Therefore, carefully monitor the party's food level. Stock up, then head out!

Watch out for hot spots. These are places in games where something happens that affects the player's ability to progress in the game. Usually, these hot spots are difficult combats or imporant interactions with other inhabitants of the game world.

KEEPING TRACK

It is important to keep track of the status of your party and individual characters as you explore. All RPGs have character status screens. When you camp (and you should, from time to time, so that you can rest and recover) you should review the complete condition of all party members. Heal or take other measures to ensure that you leave the camp at full strength.



AR'ANDA
STR: 18
DEX: 21
CON: 17
INT: 18
WIS: 18
CHR: 18
FEMALE ELF
CHAOTIC NEUTRAL
Preserver/Psionic/Thief
6/6/7
EXP:40000 (55000)
HP: 48/48
PSI: 96/96
AC: 4 DAM: 1×1D4+4

Status screen from Dark Sun.

EXPERIENCE

Hacking-and-slashing monsters has many rewards. Probably the most important is experience. As your experience rises, so does your experience level. The more monsters you defeat or puzzles you solve, the more experience you gain. The higher your experience, the higher your experience level. The higher your experience level, the higher your strength, agility, and other important abilities. Ability score raises go hand-in-hand with experience level rises. And, in case you didn't know, the higher your experience level, the tougher your characters are to kill.

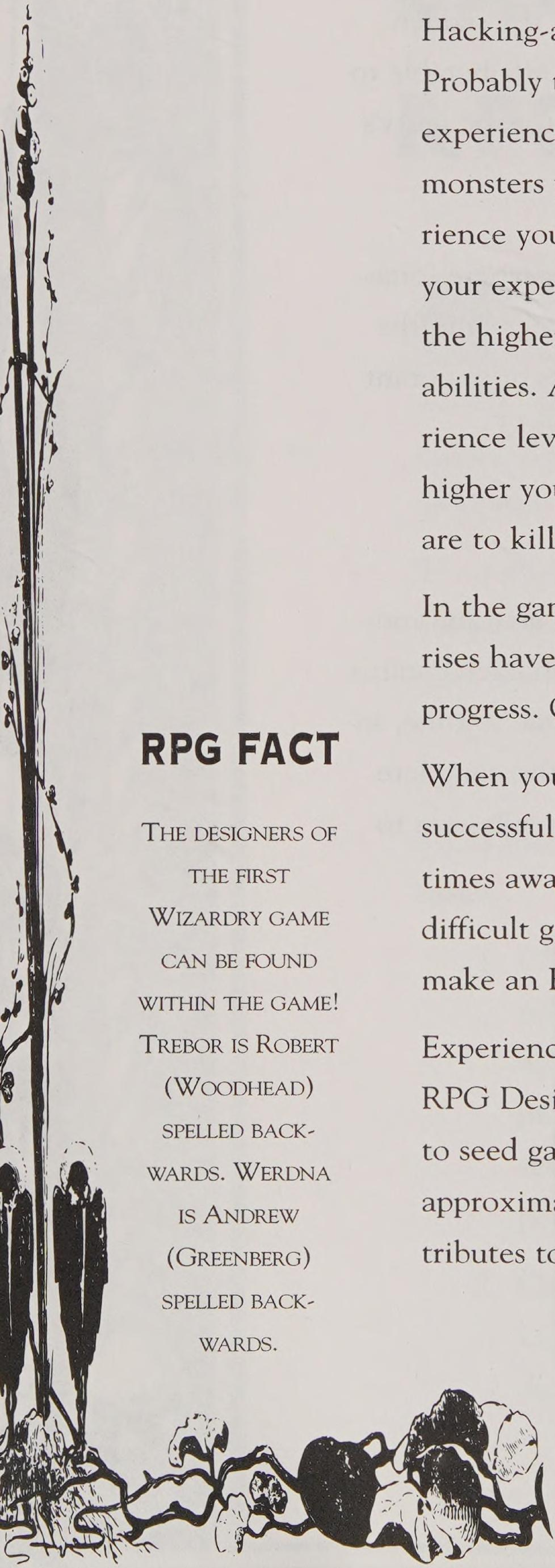
In the games governed by AD&D rules, experience level rises have a maximum above which players cannot progress. Other games let the players rise without limit.

When you rise in level, it's often for reasons other than successfully defeating monsters in combat. You're sometimes awarded experience points for solving a particularly difficult game puzzle, or just surviving long enough to make an RPG interesting.

Experience level plays another important role in RPGs. RPG Designers use the party's average experience level to seed game regions with monsters of a difficulty approximating that of the adventuring party. This contributes to the overall balance of the game.

RPG FACT

THE DESIGNERS OF THE FIRST WIZARDRY GAME CAN BE FOUND WITHIN THE GAME! TREBOR IS ROBERT (WOODHEAD) SPELLED BACKWARDS. WERDNA IS ANDREW (GREENBERG) SPELLED BACKWARDS.



You wouldn't want level 3 characters easily stumbling into an area where there are level 50 monsters, and vice versa. On the other hand, having such disparate levels of adversaries meet might be just the thing to warn a player that entering a particular area should be postponed until more experience and higher levels are attained.

When party members rise to new levels, once-unbeatable monsters become pushovers, more quests become available, and the good people of the RPGs world stand in admiration. At critical times, the difference between a momentous victory and a shameful defeat could easily be a single rise in experience level for just one of your party. You should monitor how close each party member is to a level rise at the victory screen shown after victorious combats.

At the start of most RPG games, you need only a few experience points to rise to new levels. As characters reach higher levels, the number of experience points needed to gain further increases rises considerably. By game's end, characters have to gain hundreds of thousands of experience points before they can rise another level.

The profession of your character affects how quickly you rise in level. Some professions simply require fewer points to advance. Wouldn't you know it? The professions of the slowest rising characters are the weakest and least versatile in an RPG party!

EXPERIENCE LEVEL POINTS NEEDED TO ADVANCE

Look at the vast experience point differences required of different professions to rise in level.

GAME: ARENA

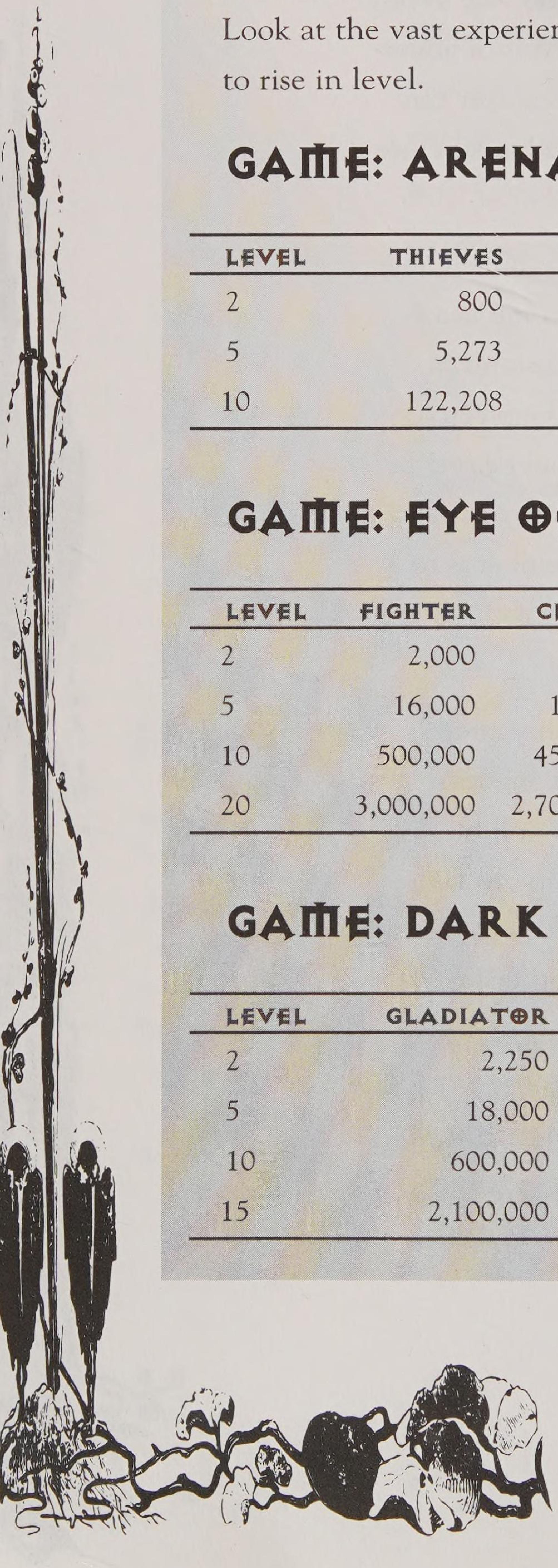
LEVEL	THIEVES	WARRIORS	MAGES
2	800	900	1,200
5	5,273	5,932	7,910
10	122,208	137,484	185,312

GAME: EYE OF THE BEHOLDER III

LEVEL	FIGHTER	CLERIC	MAGES	PALADIN	THIEF	RANGER
2	2,000	1,500	1,200	2,250	1,250	2,250
5	16,000	13,000	7,910	18,000	10,000	18,000
10	500,000	450,000	185,312	600,000	160,000	600,000
20	3,000,000	2,700,000	3,750,000	3,600,000	2,200,000	3,600,000

GAME: DARK SUN II

LEVEL	GLADIATOR	PSIONIST
2	2,250	2,200
5	18,000	16,500
10	600,000	400,000
15	2,100,000	1,500,000



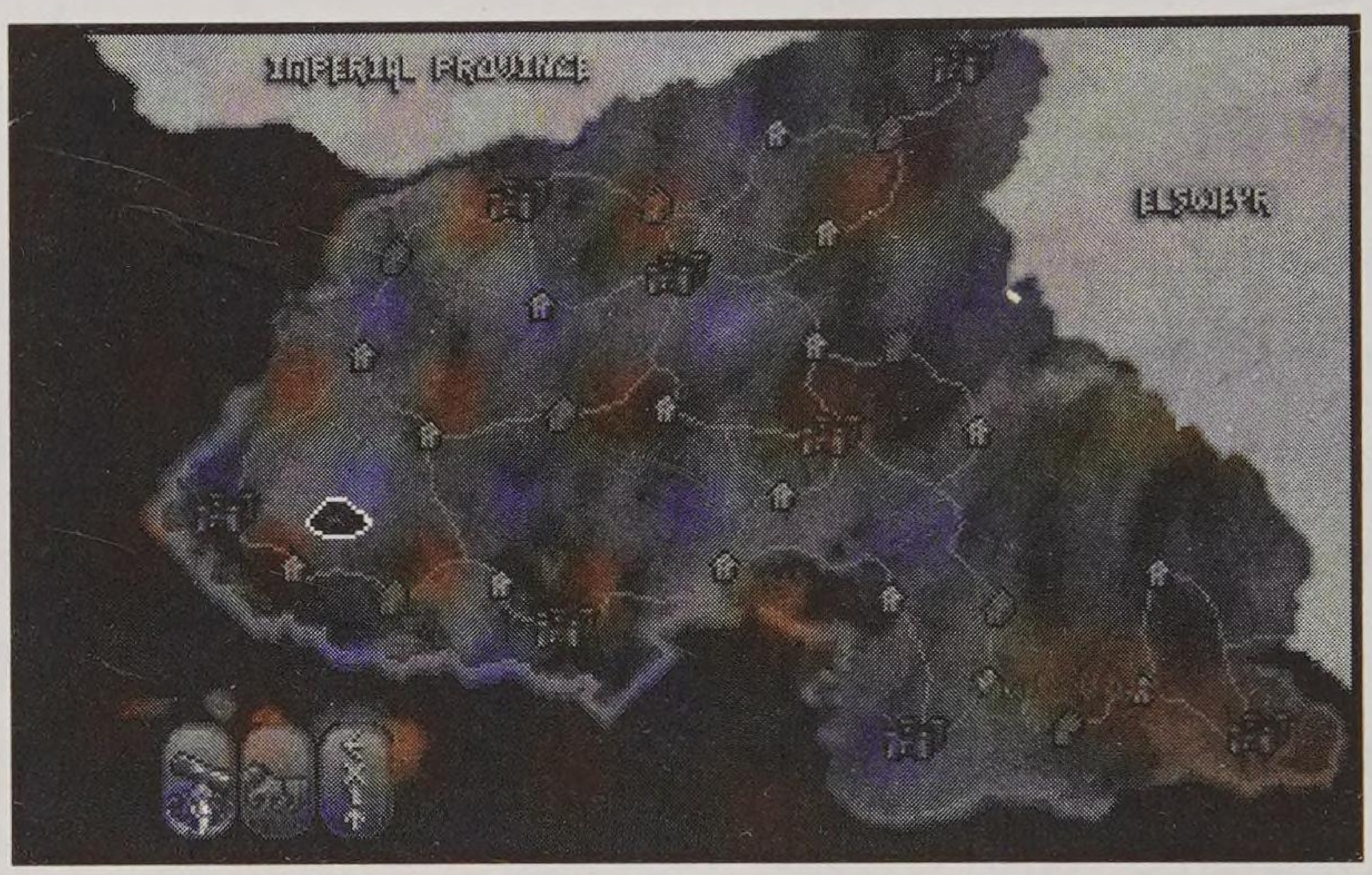
Read this next bit carefully. I'm about to tell you a trick that gets you the maximum benefit from level rises. When you believe the next victorious combat or action is going to raise the level of one or more party members, save the game. After the victorious combat, carefully observe the specific point rises in hits and character attributes. Most RPGs raise ability scores in ranges.

If satisfied, move on. If a party member gets a minuscule raise in one of several attributes, restore the save game just before the last combat. Keep repeating the process until you're satisfied with the character attribute level rises. This might prove tiresome, but it gets you better characters. Especially early in an RPG, the stronger the party, the better.

Arena has one of the better level rise procedures. When its single character earns an experience level upgrade, the player receives bonus points to distribute among ability scores. The player should restore a save game if the level rise is accompanied by only a few bonus points, and defeat the monster or problem again until you are rewarded with a larger number of points. It probably could go unsaid, but, when a desirable number of bonus points are offered to the player, they should be concentrated on the key ability scores. So if you're a wizard, you probably shouldn't be bothering with strength enhancements.

WHERE ARE YOU?

You need to consider the big picture of the world your party is exploring. Arena's world contains hundreds of towns spread over a dozen provinces.

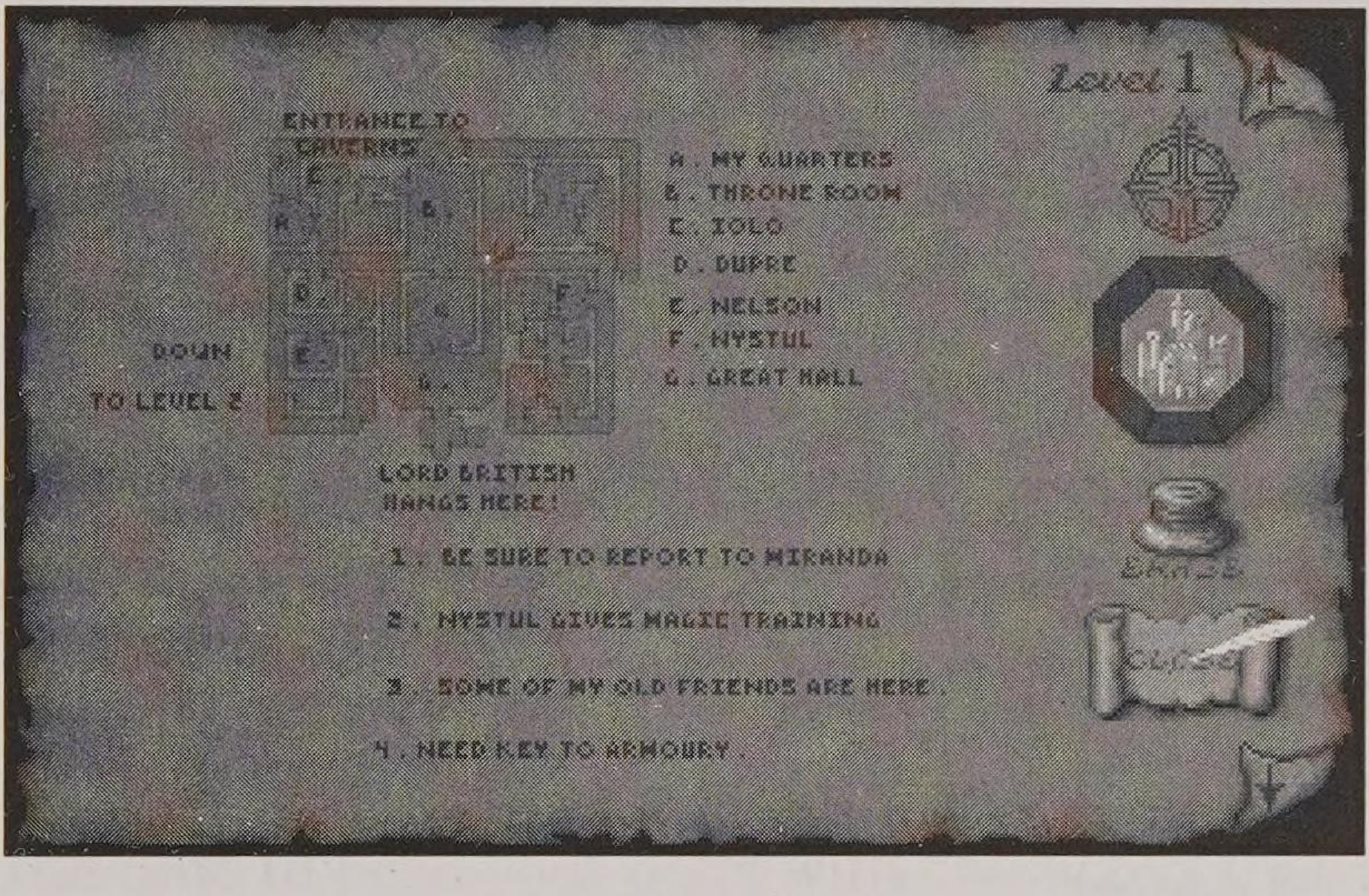


A province map in Tamriel, Arena's world.

The art of painstaking, manual mapping in RPGs has gone the way of the dinosaur. Most RPGs now feature outstanding automapping, taking much of the busywork out of playing.

In the old days, successfully mapping a large RPG was a real accomplishment. Many an RPG gamer's steamer trunk is probably filled with crinkled pieces of commercial or handmade graph paper filled with Xs, Os, door slashes, and other strange symbols.

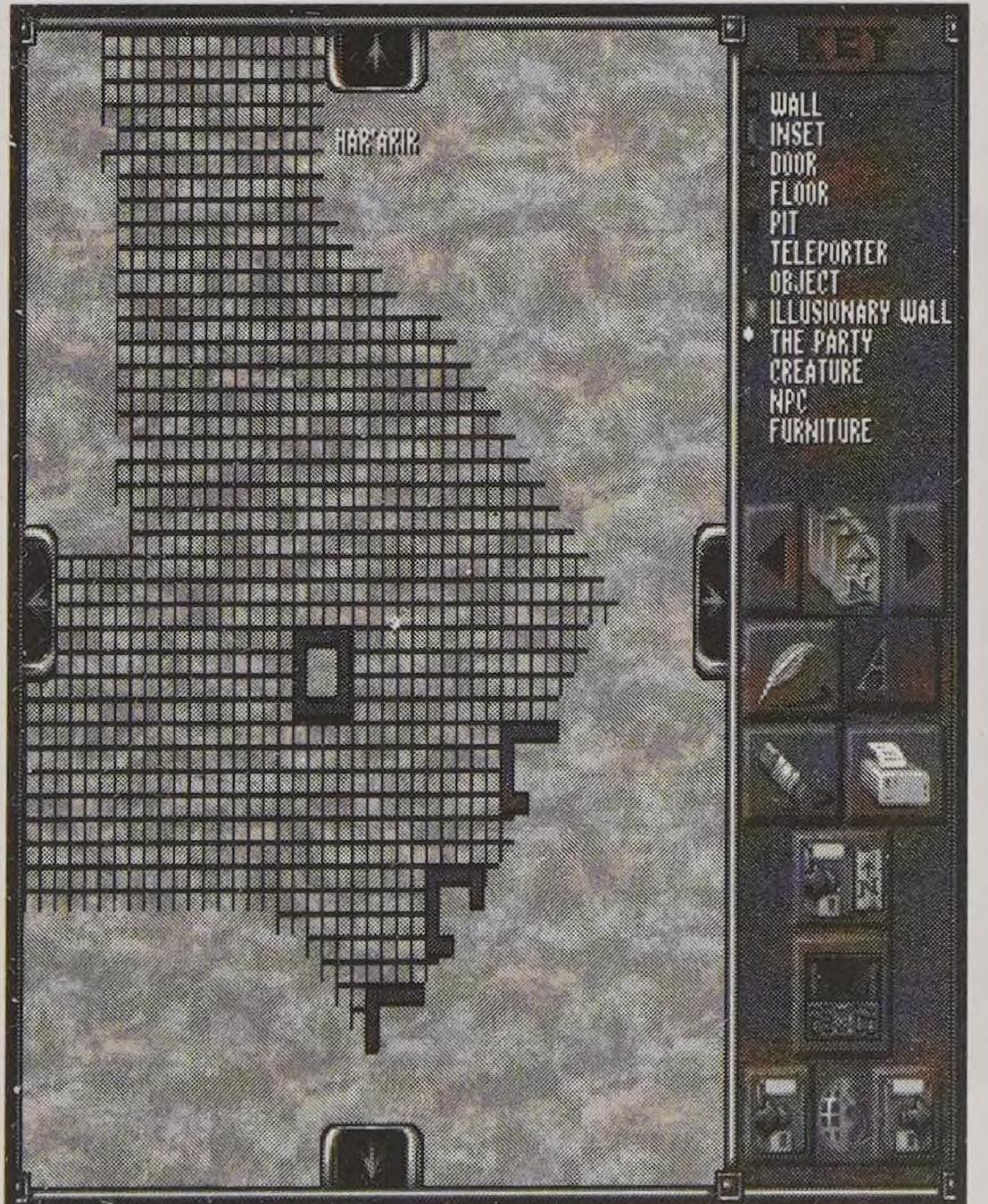
Not all RPG automapping systems are the same. Some games merely track the player's progress with an unfolding automap as each step is taken. Others permit typed annotation or comments to be inserted by the player. Still others have detailed legends so that the player can readily understand all of the strange symbols that appear on the automaps. The system found in the Ravenloft series enables the player to print out the maps for off-line reference and commentary.


Level 1
ENTRANCE TO CAVERNS
DOWN
TO LEVEL 2
LORD BRITISH HANGS HERE!
ERASE
CLOSE

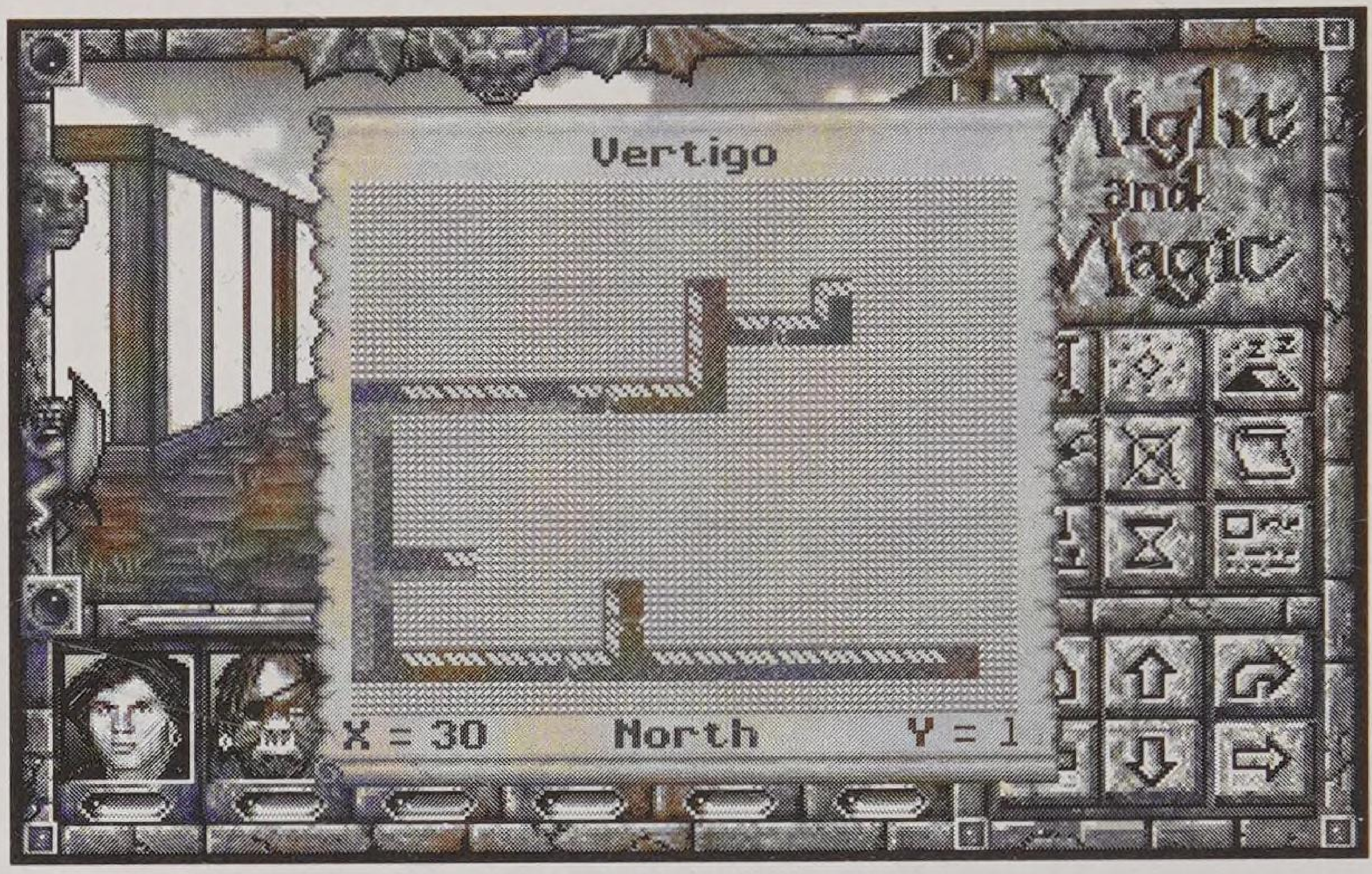
A. MY QUARTERS
B. THRONE ROOM
C. IOLO
D. DUPRE
E. NELSON
F. NYSTUL
G. GREAT HALL

1. BE SURE TO REPORT TO MIRANDA
2. NYSTUL GIVES MAGIC TRAINING
3. SOME OF MY OLD FRIENDS ARE HERE.
4. NEED KEY TO ARMOURY.

A complete level 1 automap in Ultima Underworld: Labyrinth of Worlds. Observe the player-inserted comments and notes.


HAR'AKIR
KEY
WALL
INSET
DOOR
FLOOR
PIT
TELEPORTER
OBJECT
ILLUSIONARY WALL
THE PARTY
CREATURE
NPC
FURNITURE

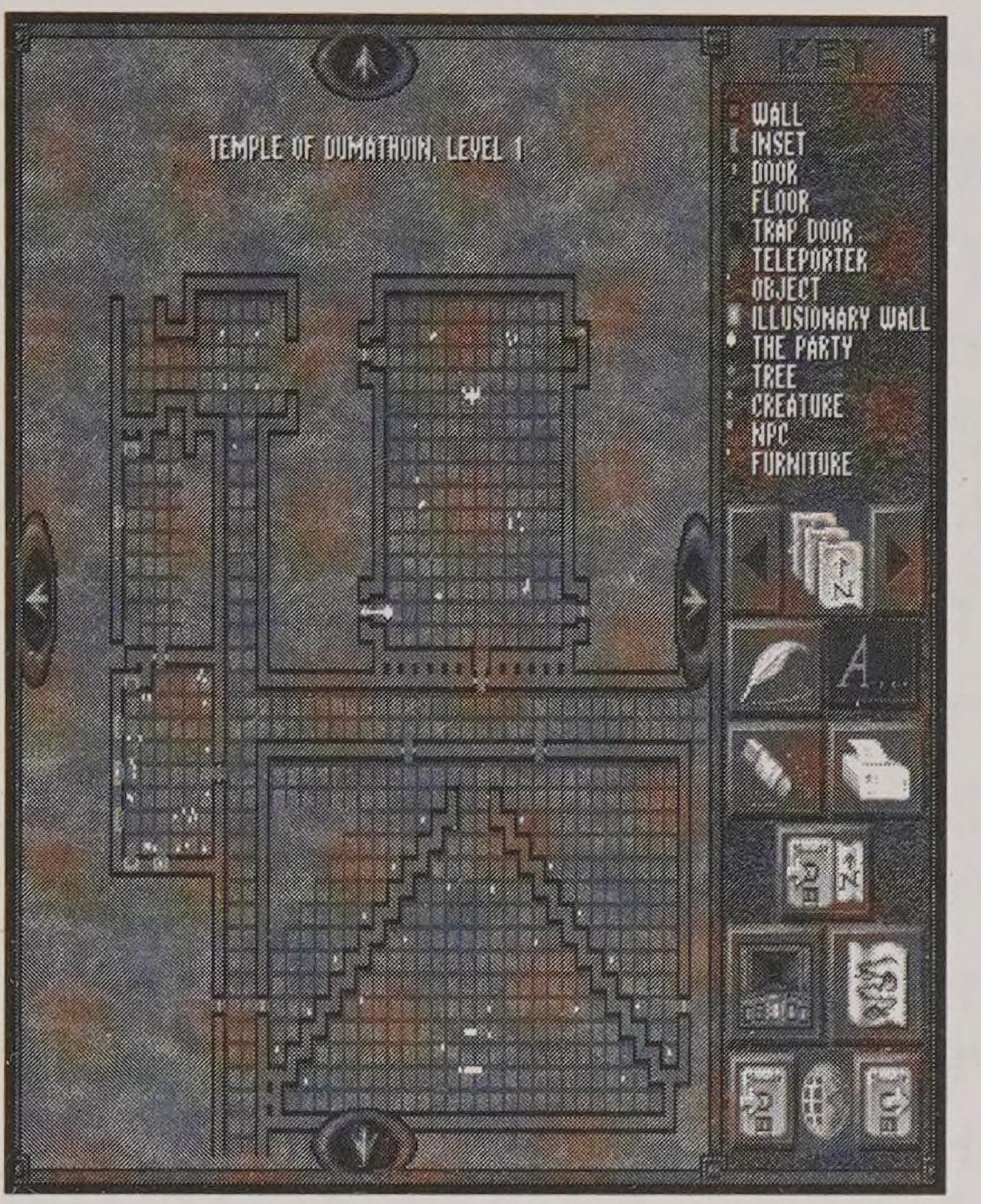
Ravenloft: Stone Prophet's automap of Har'Akir. The helpful legend on the right makes for easy location of specific map parts.



The World of Xeen's automap shows the progress the party is making.

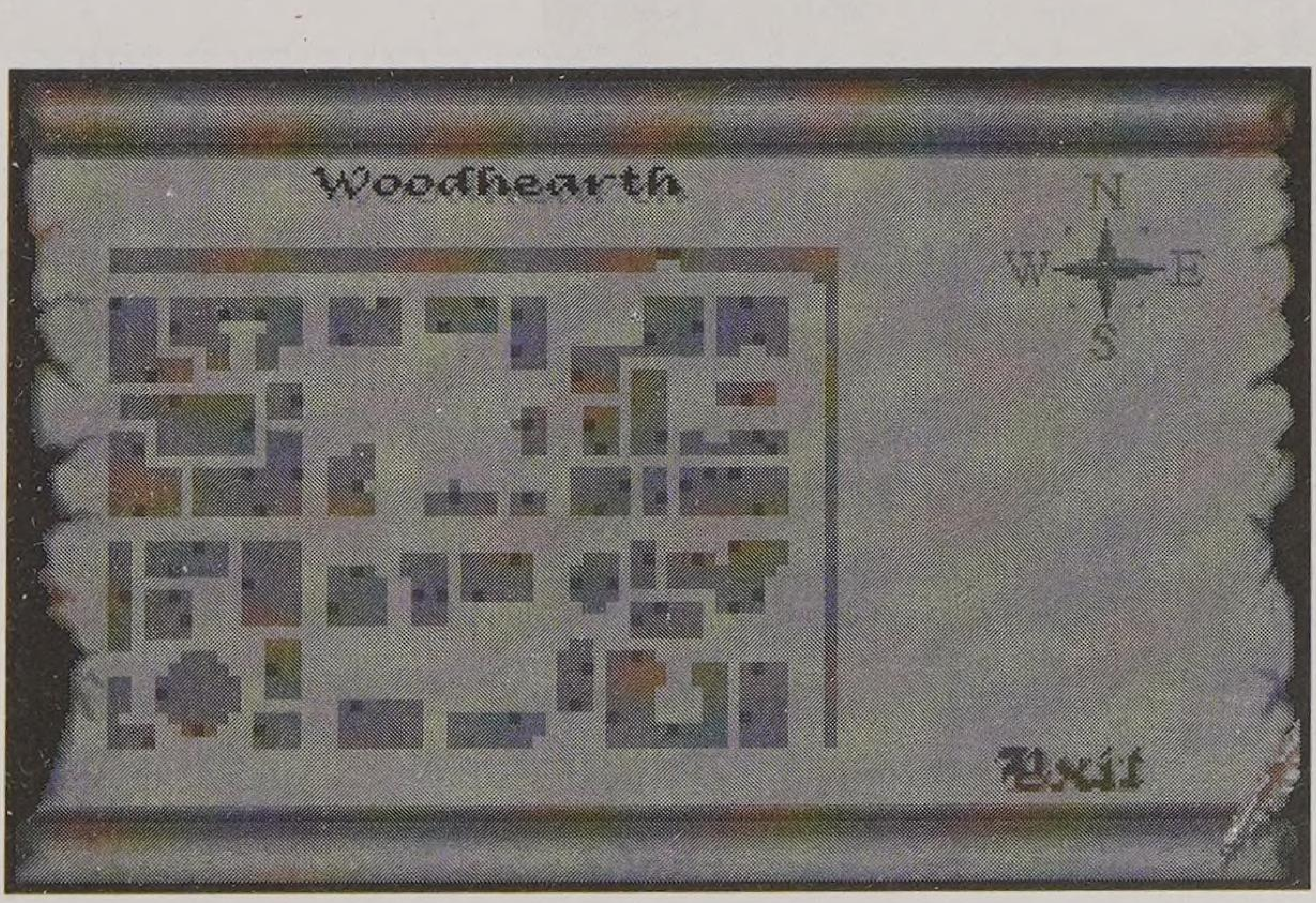
The availability of automapping in an RPG does not necessarily assure that the player can just breeze through the game. Even with automapping, certain labyrinths and dungeons are truly massive in size, complexity, puzzles, and danger.

The player should pay close attention to the unfolding automap, and notice the changes as the party explores. Check contours of the map for logical secret door locations. Periodically check the automap for general areas that seem to be blocked off or inaccessible to the player. It is rare that game designers waste space in caverns and dungeons. If a square, pentagon, or other recognizable shape appears in a dungeon, you can rest assured that it can be accessed, but probably not directly from any of the shape's sides.


KEY
WALL
INSET
DOOR
FLOOR
TRAP DOOR
TELEPORTER
OBJECT
ILLUSIONARY WALL
THE PARTY
TREE
CREATURE
NPC
FURNITURE
TEMPLE OF DUMATHUIN, LEVEL 1
A...

Menzoberranzan's Temple of Dumathoin is partially mapped. Places that need to be explored are obvious from the gaps.

You'll likely find an entrance to the blocked-off area from a level above, below, or from some other point. This is the time to head your party with characters that are good at finding hidden things. Have those characters search diligently for hidden walls or secret switches that open previously-unexplored areas of the dungeon.


Woodhearth
N
W
E
S
Exit

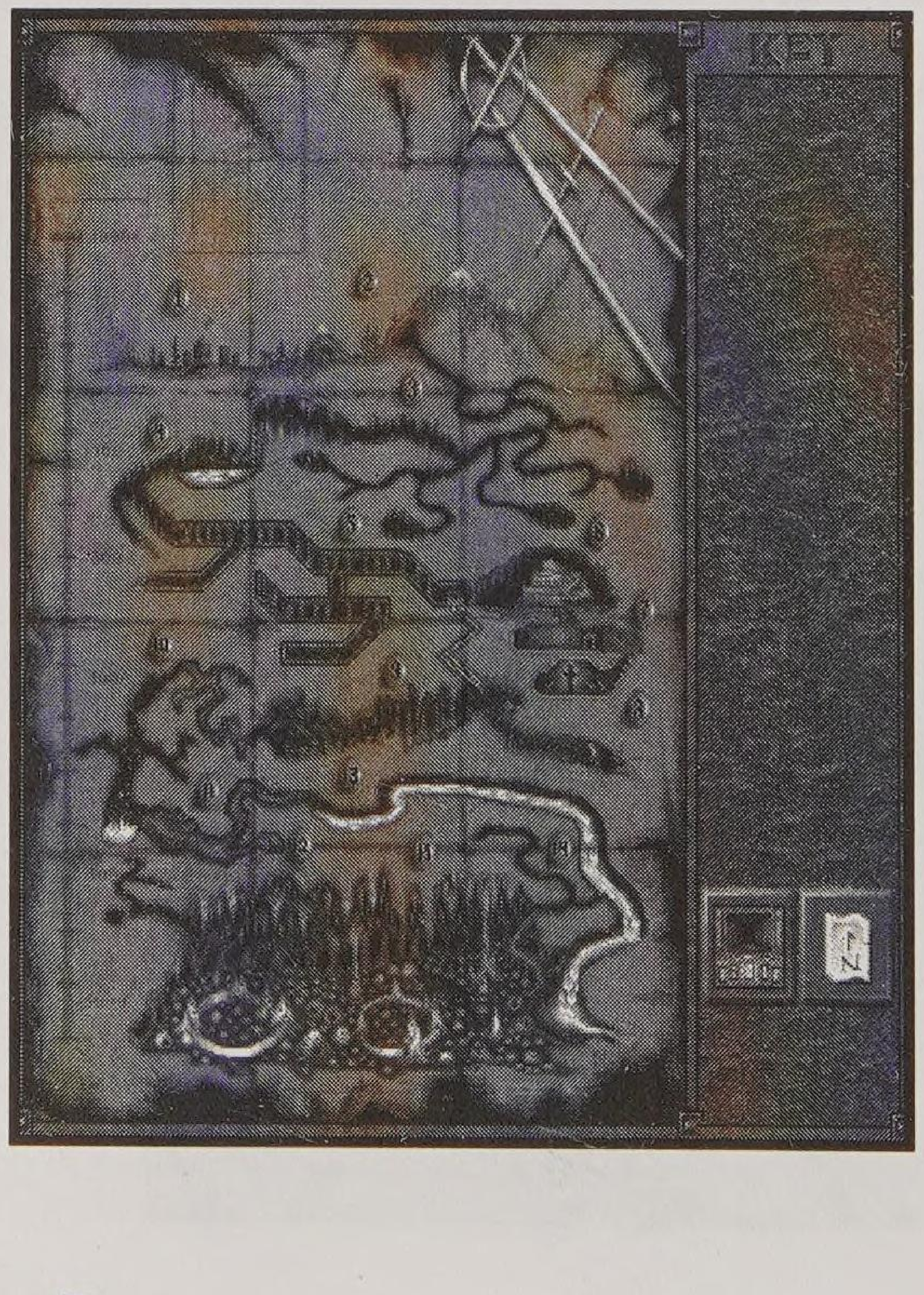
Arena's town automap.

MAPMAKING

As mentioned above, automapping features usually don't enable you to print out or capture maps for off-line study.

You can find programs that can capture unprintable maps. Online services contain freeware and shareware that can solve the problem. These screen capture programs take an exact "photograph" of what's on your computer screen, usually with the press of a special key combination.

Screen capture programs are terminate-and-stay-resident (TSR), and, as such, take up a small amount of your computer's memory. The pictures of your screen create a computer file in any of the viewer graphic formats (PCX, GIF, and TIF, to name a few).



The unusual side-cut map of Menzoberranzan.

There is risk in using these programs. Any TSR, when called up, can make game programs lock up, crash, or even cause system reboots, graphics anomalies, and other nasty things. No real damage will be done, but you may well have to reboot and restore a saved game.

Most game designers purposefully coerce the player to completely explore important game locales. Because of this, one thing is an absolute guarantee. The exit in a large indoor location, like a dungeon or crypt, is almost certain to be completely on the opposite end of the location from where the party entered.

Remember how Hansel and Gretel left a trail of bread crumbs to find their way back home? You'll find it easier to explore if you leave a trail of discardable items, an ability only available in some games. The trail of discarded items, like Hansel and Gretel's bread crumbs, plainly pinpoint where you have been, where you're going, and where you'd like to go.

Some games only enable access to hidden areas if you find hidden wall buttons, special teleport squares, and levers. A player would be wise to step on every square of every location in an RPG. You never know when you'll trip a switch that opens that elusive room you've been searching for during the last 36 hours!

In certain games, spells provide the player with mapping ability. The Wizard's Eye spell in the World of Xeen is especially helpful. Games also include compasses or other

devices that apprise the player of the direction the party is headed. These gadgets are especially good at foiling maze tricks like spinners and disappearing or mirage walls.

SAVE GAMES

Monsters may wipe out your party during their travels. Yes, the party may succumb to the forces of evil. Get used to it!

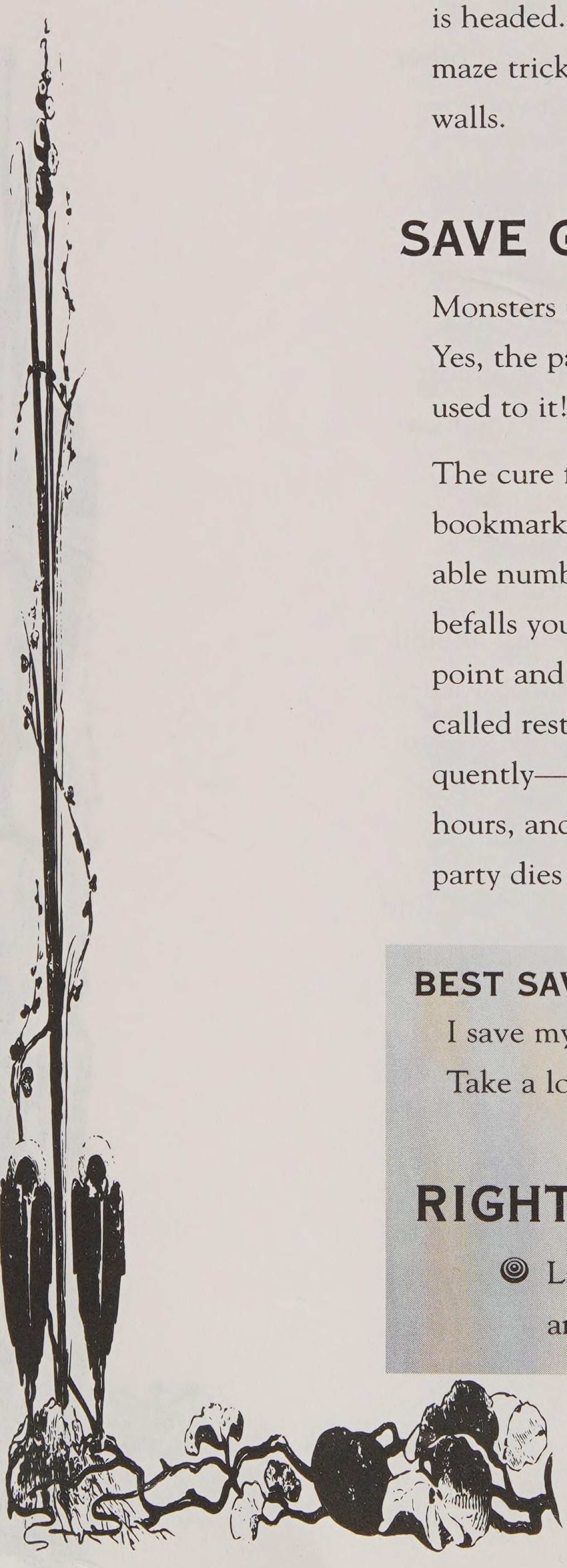
The cure for death and failure is a restored game. Like a bookmark, RPGs let you save your place. Use the available number of save game positions wisely! If disaster befalls your party, restart your game at the last saved point and pick up where you left off. This process is called restoring a game. You should save your game frequently—imagine playing a huge RPG game for 50 hours, and having to start from the beginning when your party dies and you have not saved a game!

BEST SAVE GAME TRIGGERS

I save my games for some of the following reasons. Take a look.

RIGHT BEFORE

- Large monetary outlay for weapons, armor, and/or items.



- Likely experience level rise after next combat or puzzle.
- Sleep or dinner.
- Hot spot.
- Taking an action that might severely damage the party.

RIGHT AFTER

- Solving a major puzzle.
- Defeating hot spot monsters.
- Hot spot.

NEVER

- Immediately after an experience level increase until you have checked to see whether the enhanced party member has attained the maximum possible level rises allowed by the game.

SAVE GAME SLOTS

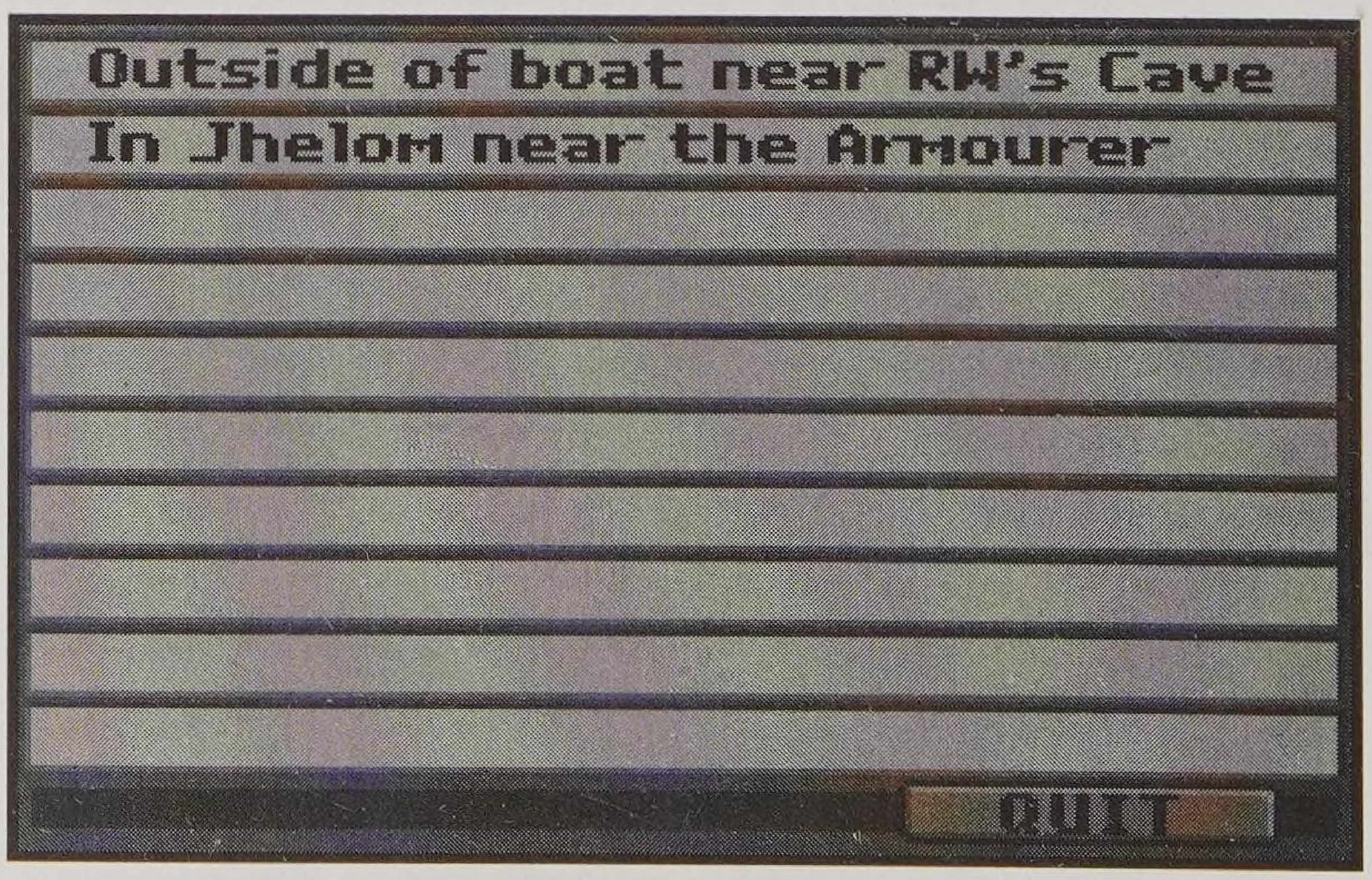
- The Whew! Slot. Use this slot after completing a particularly difficult or tricky portion of the game, like a multifloor tower quest, which ended with a miraculous defeat of a tough villain.

WARNING

Exercise extreme caution when you save a game over another. The later save will completely obliterate the former save.

- The Uh Oh! Slot. Use this slot when the party is about to enter any unexplored game area that has proved impassable previously in the game. If you successfully complete that portion, then save the game in the Whew! slot.
- The I Take It Back! Slot. Create Save Game 3 at the start of a new major area of the game you are about to enter. That way, if you get stuck, or perform some totally bogus move, you can restart from the beginning of the area.

Many RPG save game utilities enable the player to name the save game. In games that permit multiple saves, the player should name or describe the save game. For example, if the player is on level 2 of Arena's Fang Lair dungeon, the save game could be named "Level 2—Fang Lair." This saves the player from viewing a list of 30 save games named Save 1, Save 2, etc.



Outside of boat near RW's Cave

In Jhelom near the Armourer

Saving the game intelligently in Ultima VII.

INTO THE GREAT UNKNOWN

MARCH MADNESS

Before marching out into the RPG world, carefully consider the formation or arrangement of the party. The manner in which your party is arranged has a tremendous impact on whether a party member is effective in combat, or susceptible to damage.

Most games provide logical weapon-to-victim distance calculations. For example, a knight with a broadsword in the back rank of a party is unable to hit anyone in the monster party from that distance. On the other hand, if the knight is equipped with an extended melee weapon like a halberd or pike, the opposite is true. Similarly, back rank party members wielding ranged, missile, or throwing weapons can hit any monster in an opposing party.

Because monsters usually attack party members on the front lines, you should place the best-armored characters in the 2 front slots. Keep the physically weaker characters in the rear. Of course, when the bad guys cast spells, everyone is liable to get hit.

Many magic spells don't require the spell caster to be adjacent or next to the intended target. Go ahead and place mages and clerics in the back rank of your party where they can throw spells from a protected location.

RPG FACT

THE MOST EXPENSIVE COMPUTER GAME IN HISTORY, RPG OR NOT, (TAKING INFLATION INTO ACCOUNT), IS SIERRA'S ON-LINE'S TIME ZONE, RELEASED IN THE EARLY 1980S. SPANNING 10 DISKS FOR THE APPLE II, THE GAME COST A WHOPPING $99 RETAIL!

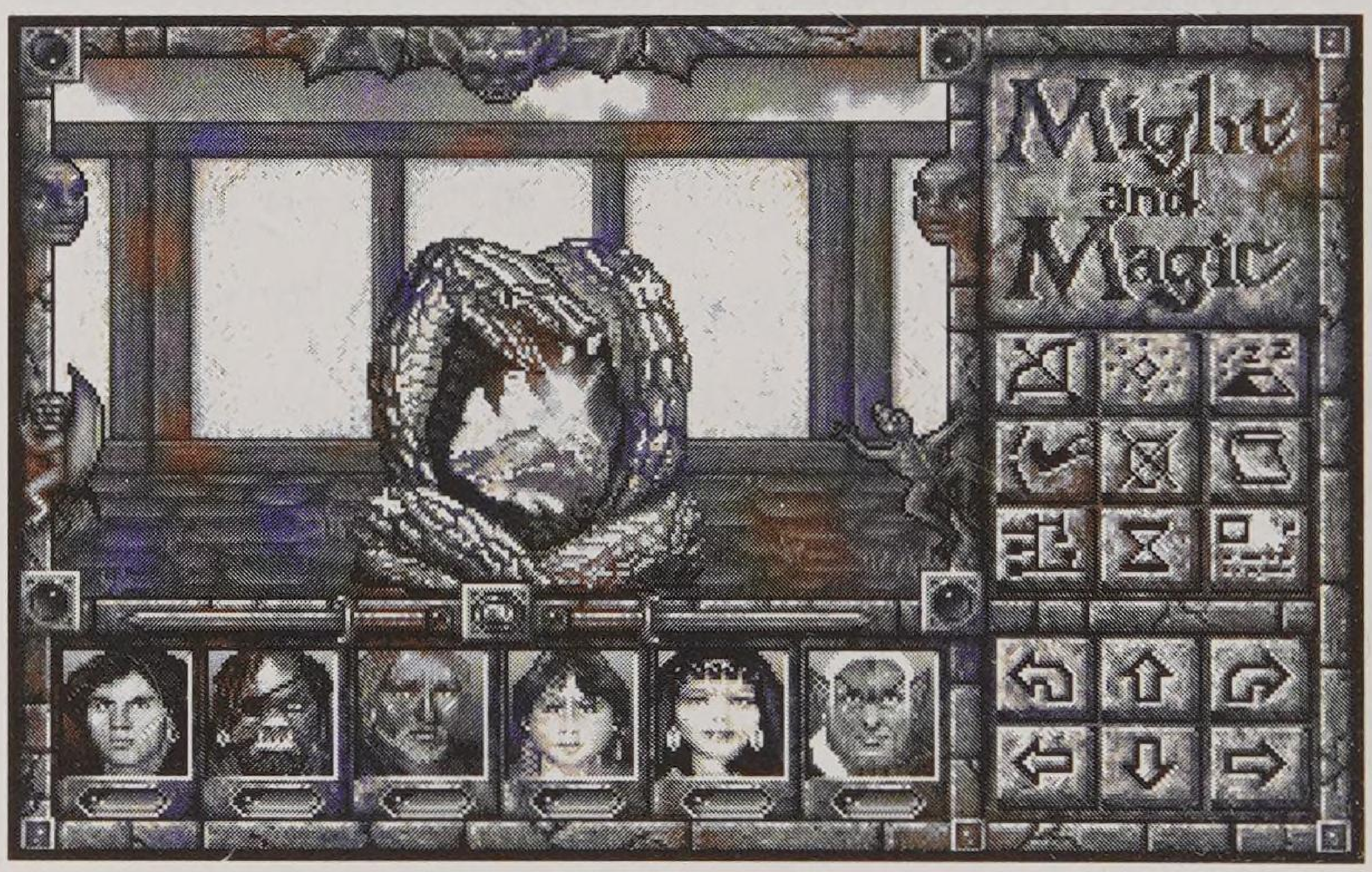
WARNING

Remember that thrown weapons, like daggers, don't boomerang and return to the thrower. Another weapon must be equipped or thrown.

FINDING YOUR WAY

Trekking around a world's wilderness is a good way to pick up experience points and increase levels. After a while, the RPG gamer should look for some easier ways to journey across the vast expanses common to RPGs.

Several forms of instant transport are available. High-level mages often learn the Teleport spell, which provides instant transport from one destination to another. The magic mirrors and the Lloyd's Beacon spell in the World of Xeen serve the same purpose.



A magic mirror in the World of Xeen.

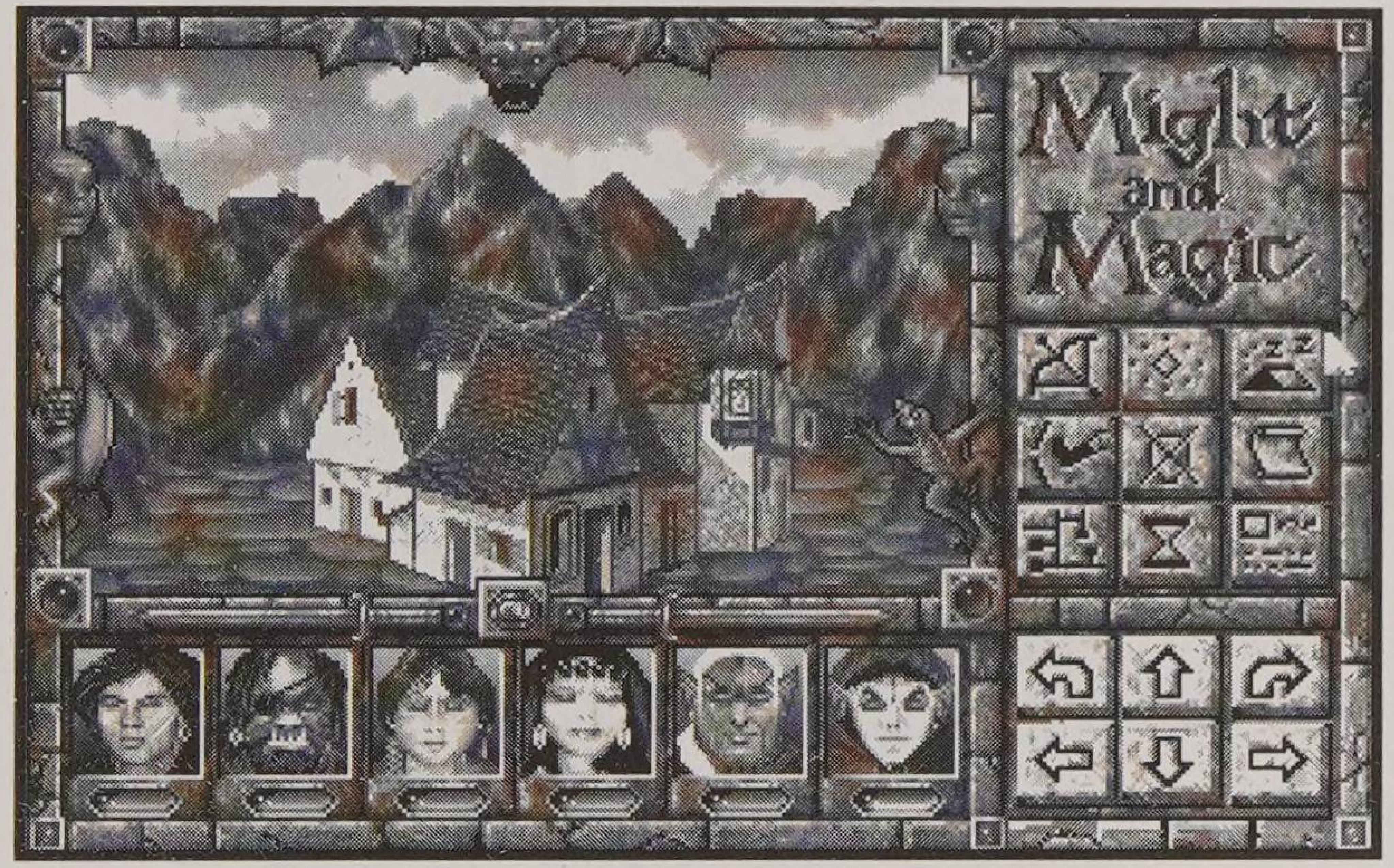
SCARY PLACES

From horrific dungeons, creepy crypts, and mysterious pyramids, to multi-level, booby-trapped caves, RPG worlds provide a variety of locales guaranteed to hold the player's interest and attention. Even the outdoors of RPG worlds contain colorful obstacles.

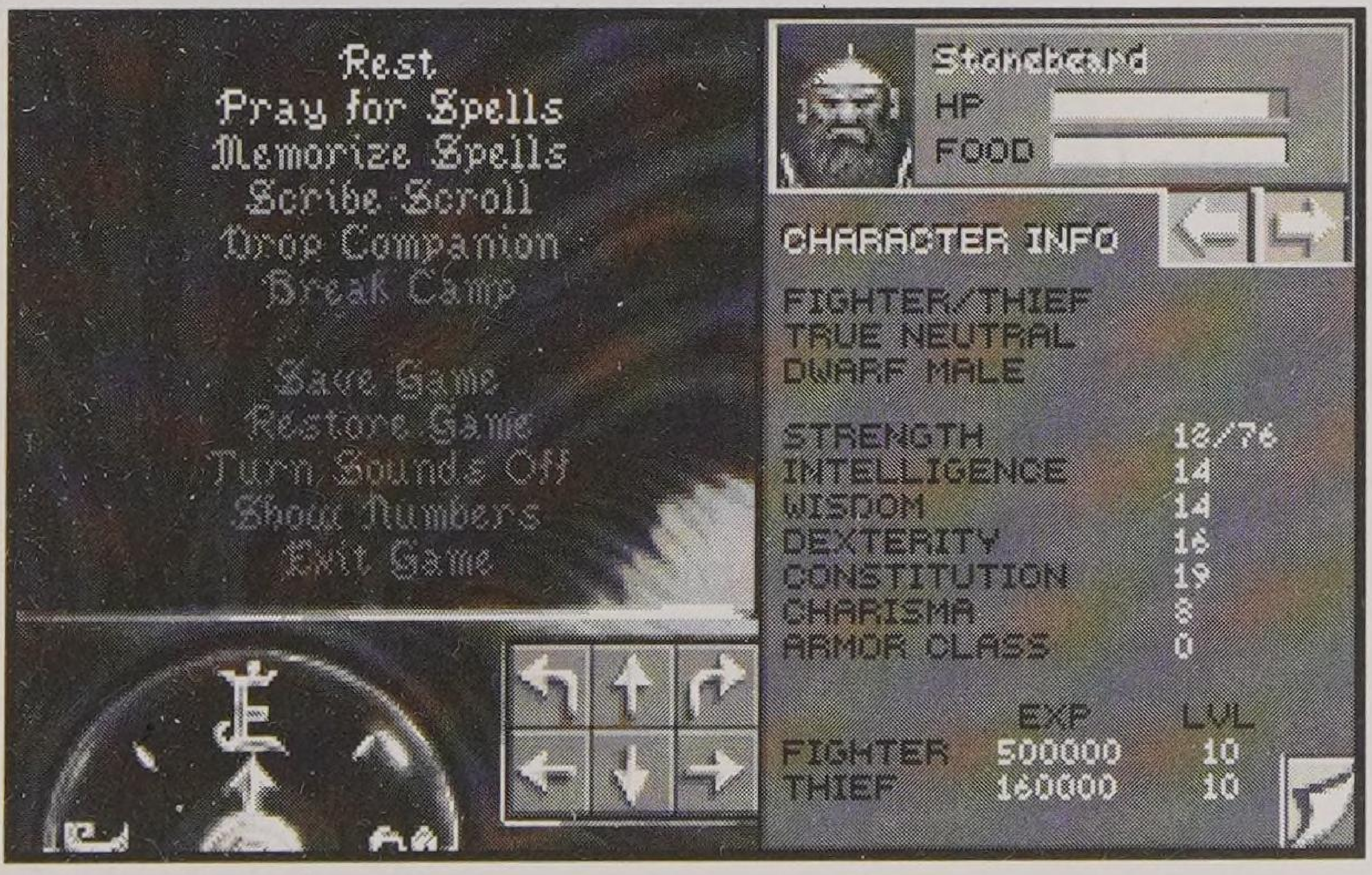
It is my sad duty to inform you that most of these places do have one fairly mundane thing in common: worldly dimensions. The World of Xeen has 64 such places, and all are exactly 32' by 32', with specific outer boundaries.

NOT-SO-SCARY PLACES

If an RPG has a place the player can enter and explore, then the player must take this as an open invitation. Usually, RPG game designers don't provide bogus, red herring locations in the fantasy world.



The party rests just outside the friendly confines of a town in the World of Xeen.


Rest
Pray for Spells
Memorize Spells
Scribe Scroll
Drop Companion
Break Camp

Save Game
Restore Game
Turn Sounds Off
Show Numbers
Exit Game

Stonebeard
HP
FOOD

CHARACTER INFO

FIGHTER/THIEF
TRUE NEUTRAL
DWARF MALE

STRENGTH	18/76
INTELLIGENCE	14
WISDOM	14
DEXTERITY	16
CONSTITUTION	19
CHARISMA	8
ARMOR CLASS	0

	EXP	LVL
FIGHTER	500000	10
THIEF	160000	10

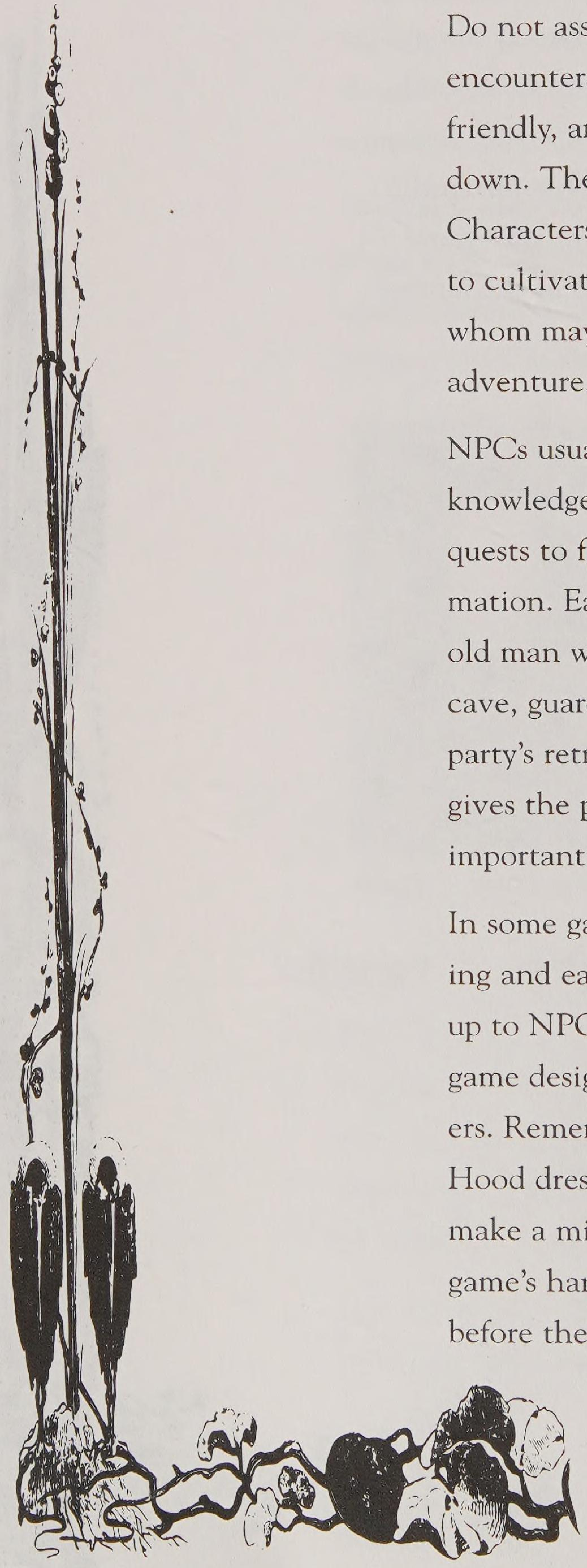
The Eye of the Beholder III compass is next to Stonebeard's numerical statistics.

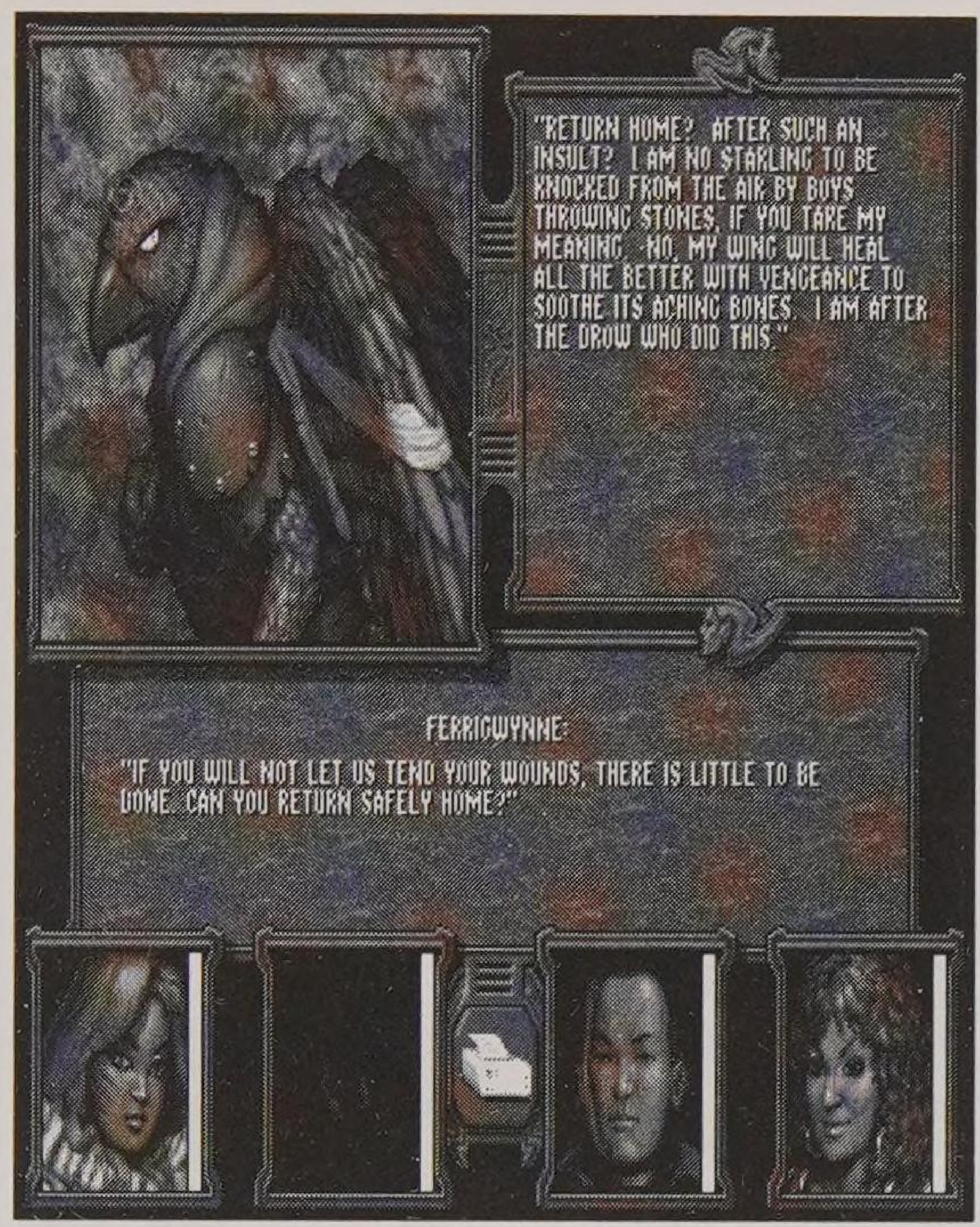
DANGEROUS ASSUMPTIONS

Do not assume that everyone or everything the party encounters is hostile. Many denizens of RPG worlds are friendly, and eager to help, or at the very least, party down. These inhabitants are labeled Non-Player Characters (NPCs). The player should take great pains to cultivate friendships with such characters, some of whom may actually join the party for all or part of the adventure.

NPCs usually have lots of information, advice, and knowledge to offer the RPG party. Some give the party quests to fulfill in exchange for important items or information. Early on in Menzoberranzan, the party meets an old man who has lost four important gems in a dangerous cave, guarded by savage beasts. In exchange for the party's retrieval and return of the gems, the old man gives the party items that enable them to explore many important locations in the world.

In some games, the party meets NPCs that look appealing and eager to help. Beware! Indiscriminate chumming up to NPCs might lead to horrible end results. Wily game designers just love to trick unsuspecting adventurers. Remember, the Big, Bad Wolf in Little Red Riding Hood dressed up lovingly like Grandma? When you make a mistake befriending a hostile NPC, use the game's handy save game feature to restore to a game just before the villain was met.



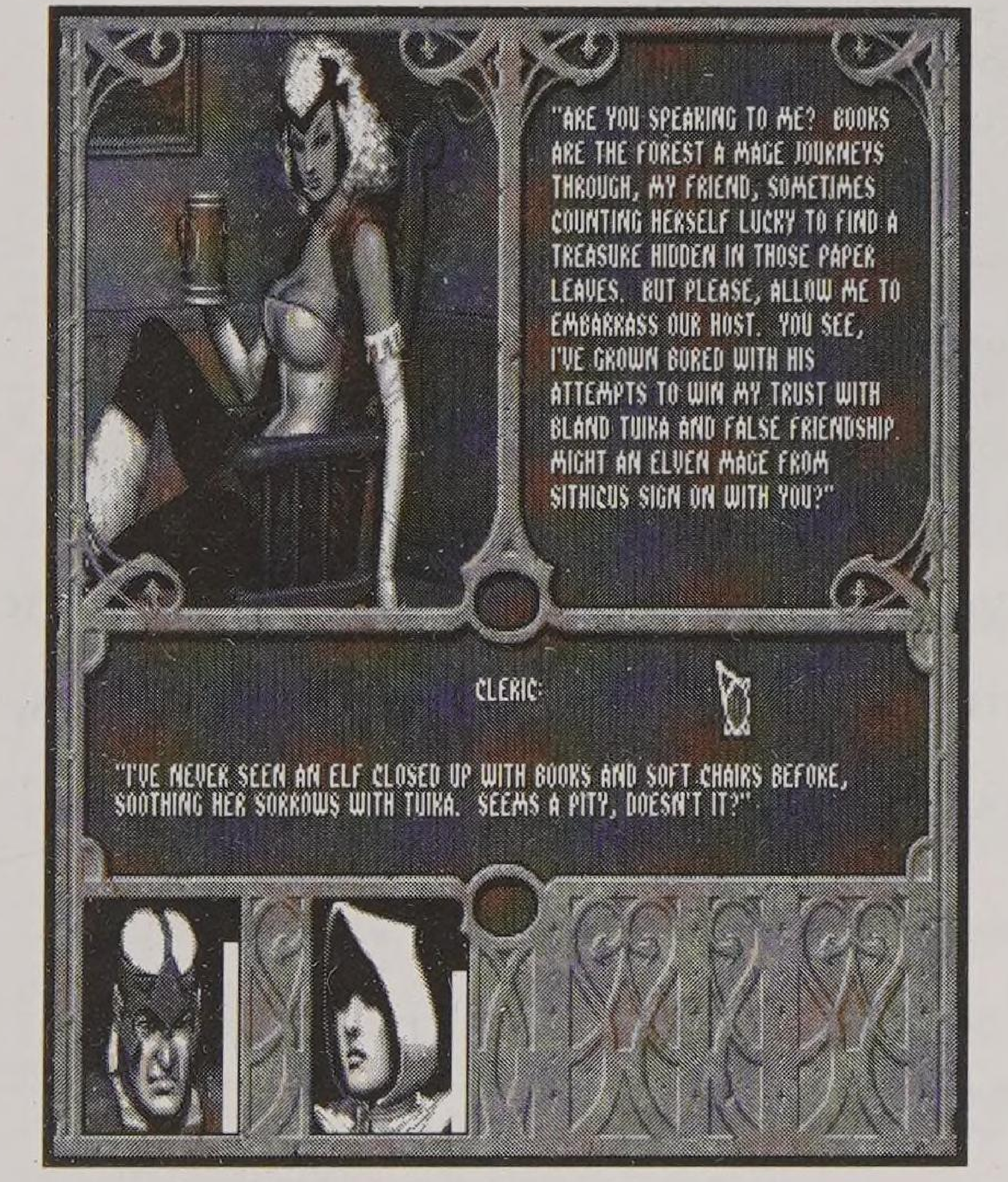


"RETURN HOME? AFTER SUCH AN INSULT? I AM NO STARLING TO BE KNOCKED FROM THE AIR BY BOYS THROWING STONES, IF YOU TAKE MY MEANING. NO, MY WING WILL HEAL ALL THE BETTER WITH VENGEANCE TO SOOTHE ITS ACHING BONES. I AM AFTER THE DROW WHO DID THIS."

FERRIGWYNNE:

"IF YOU WILL NOT LET US TEND YOUR WOUNDS, THERE IS LITTLE TO BE DONE. CAN YOU RETURN SAFELY HOME?"

An NPC interacts with Ferigwynne in Menzoberranzan.



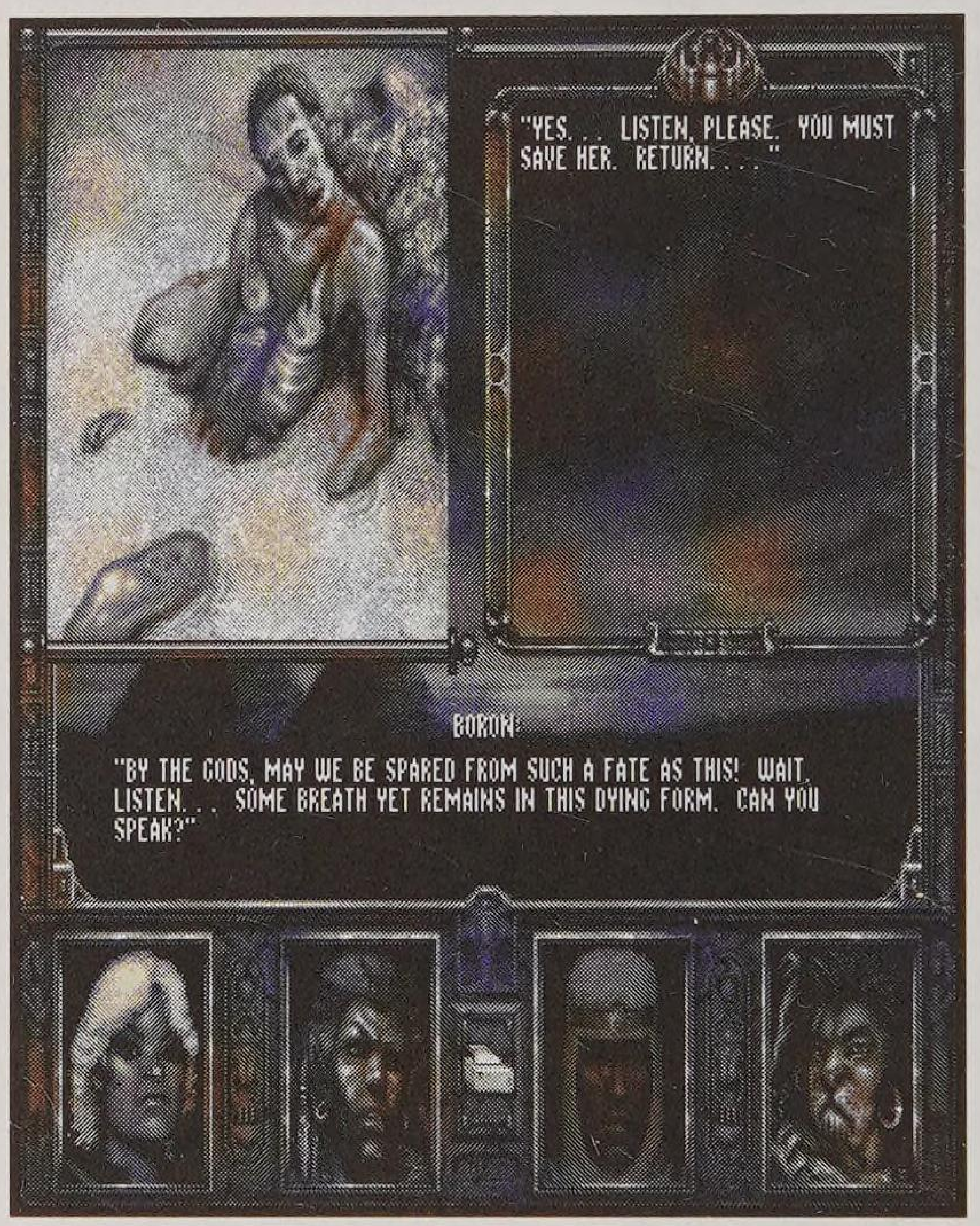
"ARE YOU SPEAKING TO ME? BOOKS ARE THE FOREST A MAGE JOURNEYS THROUGH, MY FRIEND, SOMETIMES COUNTING HERSELF LUCKY TO FIND A TREASURE HIDDEN IN THOSE PAPER LEAVES. BUT PLEASE, ALLOW ME TO EMBARRASS OUR HOST. YOU SEE, I'VE GROWN BORED WITH HIS ATTEMPTS TO WIN MY TRUST WITH BLAND TUIKA AND FALSE FRIENDSHIP. MIGHT AN ELVEN MAGE FROM SITHICUS SIGN ON WITH YOU?"

CLERIC:

"I'VE NEVER SEEN AN ELF CLOSED UP WITH BOOKS AND SOFT CHAIRS BEFORE, SOOTHING HER SORROWS WITH TUIKA. SEEMS A PITY, DOESN'T IT?"

A Ravenloft: Strahd's Possession NPC encounter.

One of the great things about NPCs in many games is that they show up at (or close to) the same locations, and return there when dismissed from the party. Return to them whenever you need that special talent the NPC possesses.



"YES. . . LISTEN, PLEASE. YOU MUST SAVE HER. RETURN. . . ."

BORON:

"BY THE GODS, MAY WE BE SPARED FROM SUCH A FATE AS THIS! WAIT. LISTEN. . . SOME BREATH YET REMAINS IN THIS DYING FORM. CAN YOU SPEAK?"

This NPC villager looks a bit...well, dead, in Ravenloft: Stone Prophet, but valuable information can be obtained from him.

Finally, NPCs can have another important function. Some games let the player strip the NPCs of all goods, weapons, armor, and other accouterments.

FINDERS KEEPERS

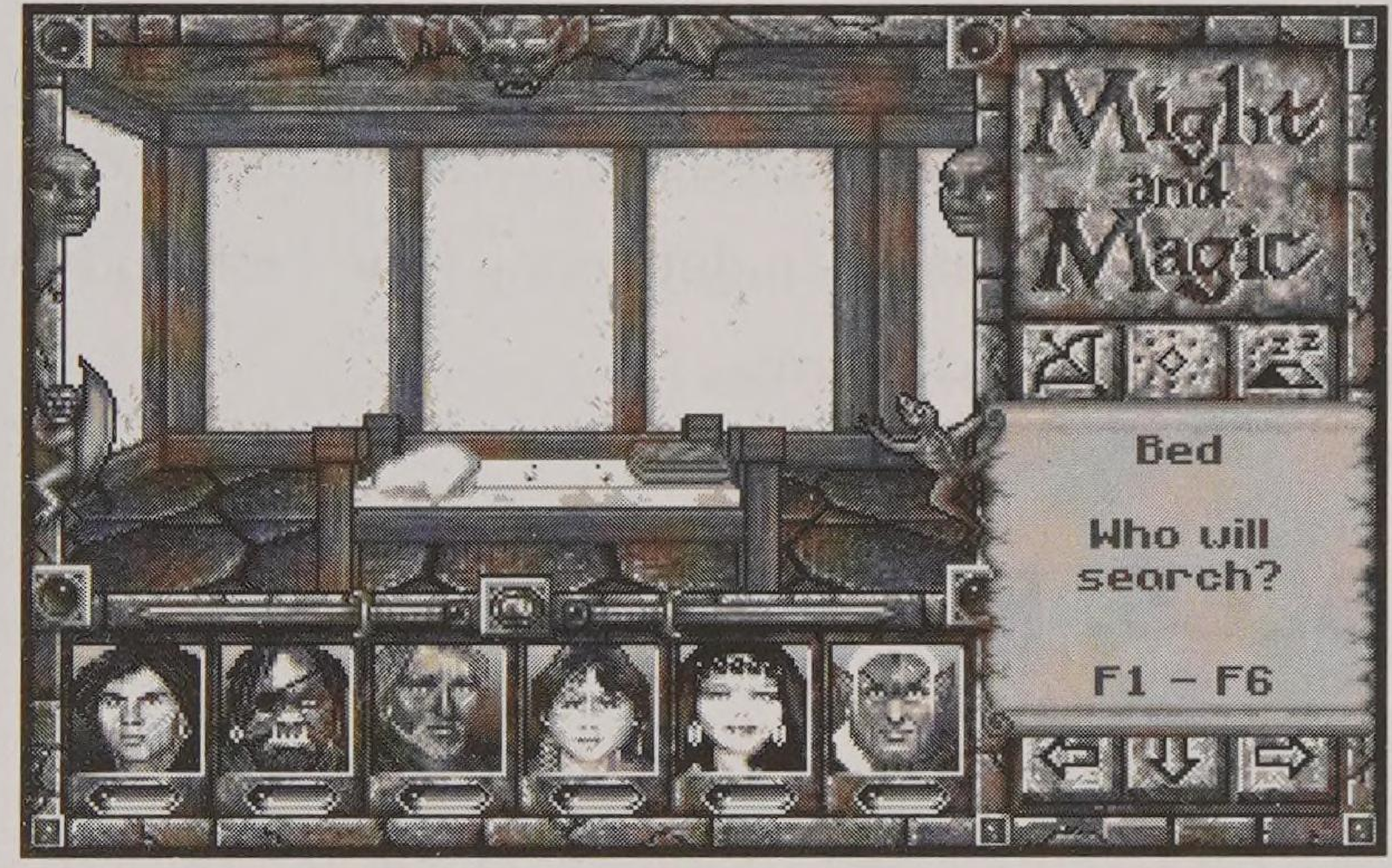
It is safe to say that RPG explorers should search high, search low, search up, search down, search over, search under, search sideways, search frontways, and search backways. You never know where you'll find some hidden goody.

You, the player, should retrieve everything you're given the opportunity to acquire. If there's no limit to the number of objects in your inventory, why not become a packrat? You never know when an item will come in handy.

Leave no stone unturned. If you explore a beach, leave no tern unstoned. In towns and villages, dig up flower beds, look over furniture, and open chests; all popular spots for the locals to hide treasure.

WARNING

Be careful, though. The lead character in the later Ultima games, an Avatar, is the subject of rather dire consequences if he engages in this type of immoral and illegal activity.



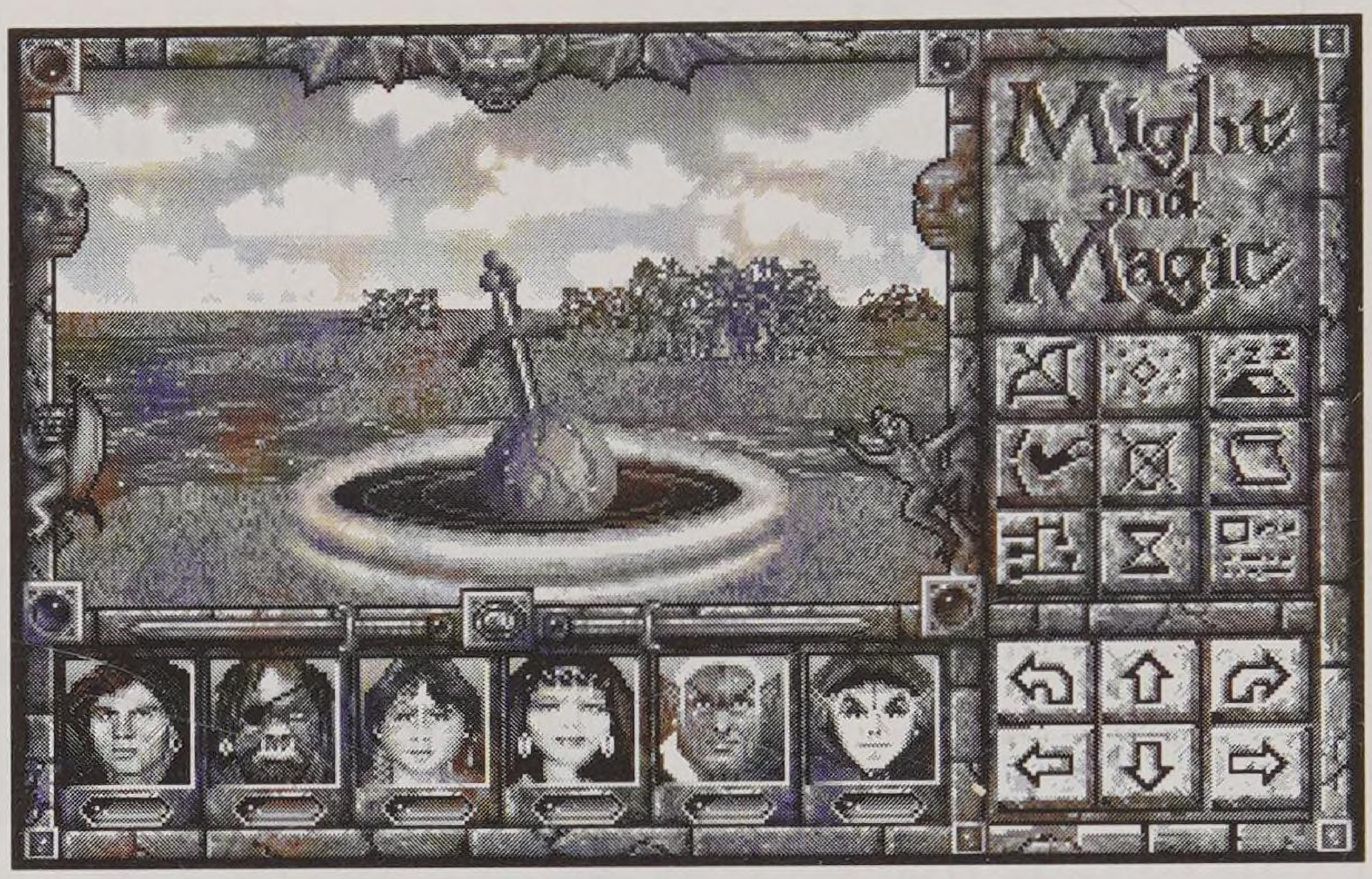
Bed

Who will search?

F1 – F6

Searching under this World of Xeen bed may uncover some treasure.

Strange, you think, this doesn't sound terribly heroic. Taking items from chests in dungeons and crypts is one thing, but lifting items from a chest in an innocent peasant's house is something different. No need to worry. Most NPCs are happy that you and your companions are trying to rid the land of the evildoers. Because of this, you're normally welcome to rummage through homes, shops, and furniture.



The World of Xeen has many fountains that temporarily enhance party statistics.

Monsters love to hoard treasure in treasure chests or secret alcoves concealed in dungeons. The best finds are often in hard-to-find rooms.

RIDDLES, PUZZLES, & MYSTERIES

Riddles can be a true frustration, particularly when you have to solve one to advance in the game.

The best advice is to use anyone and everyone you have ever known to help. Soon you'll develop a cadre of sources just itching to help you out with those troublesome brain-teasers and riddles. My cadre consists of a cousin in Boston and my local dry cleaner. Give them a riddle and, in no time, the answer rolls from their knowing lips.

BRAIN BUSTERS

Two riddles that have completely bamboozled me over the years from games are:

From Zork II:

Riddle: What's big as a house, round as a cup, but all the king's horses, can't draw it up?

Answer: A well

From Arena (loosely paraphrased from memory):

Riddle: What's more beautiful than God's face? What's meaner than a forked-tongue demon? Dead men eat it all the time. Live men who eat it die slowly.

Answer: Nothing

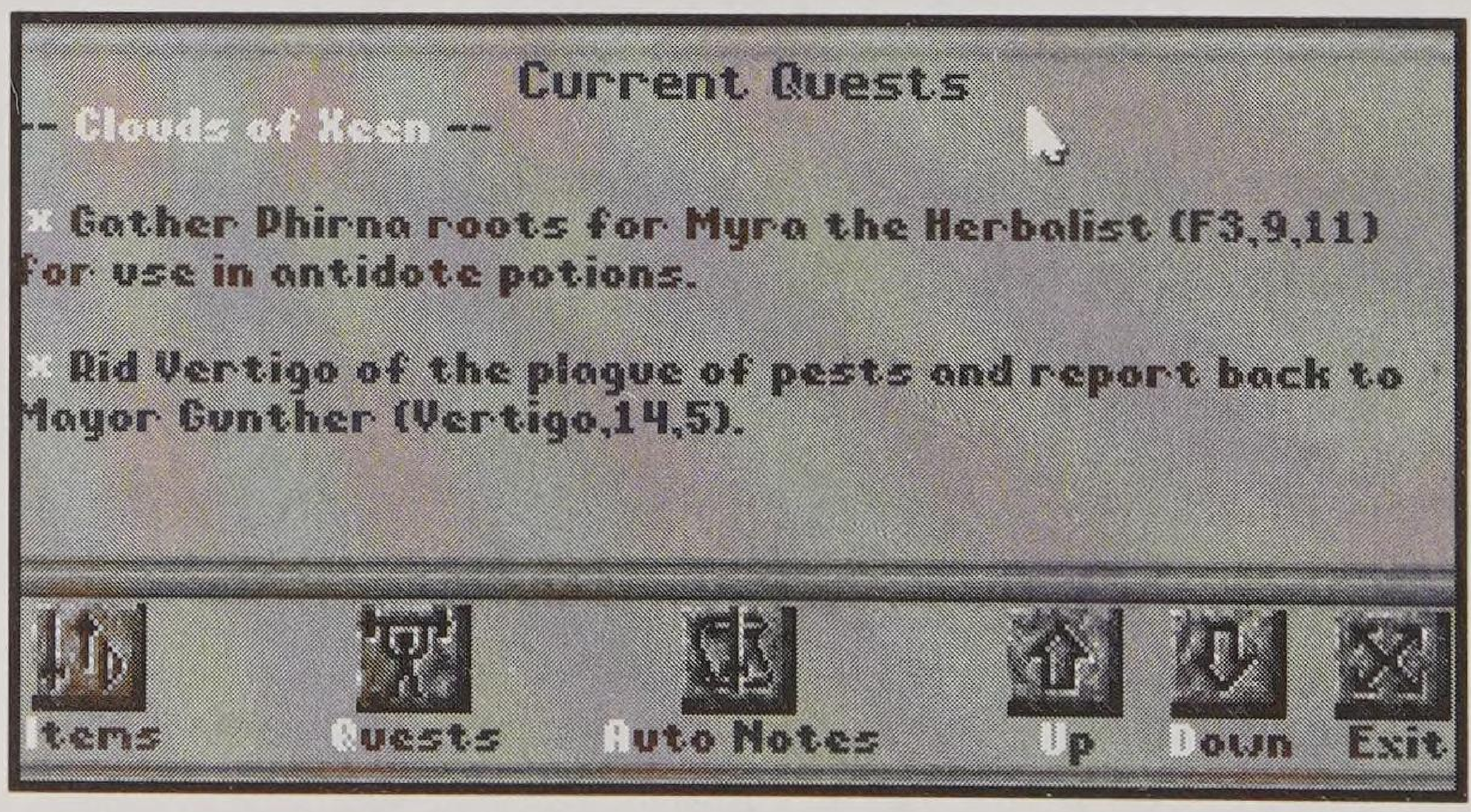
Betrayal at Krondor has over a hundred riddles that seal treasure chests. Fortunately, like tumblers on a safe, the player can simply change the letters of each of the riddle's positions until the answer reveals itself. Even better, there is a cheat code to open all of the chests. (See the Walkthrough of Betrayal of Krondor in Part III of this book, which also contains the answers to the important chest riddles.)

CLUES

Game designers regularly put clues in to help you solve particularly troublesome puzzles and riddles.

Take the following example. Assume you're at a locked door. Your inventory contains a gold key, but when you insert the key into the door's lock, it doesn't work. How closely did you examine the door. Has the game said something like: "The lock has a green hue surrounding it"? Maybe you should look for a green key. Watch for these hints—they're almost never there just for atmosphere.

World of Xeen uses one of the best gaming aids I've ever seen. This huge RPG is overflowing with riddles and word and number puzzles. Deep in one of the difficult-to-reach pyramids is a floor with the answer to every major riddle and puzzle in the game. Thanks, New World Computing!



Current Quests

-- Clouds of Xeen --

x Gather Phirna roots for Myra the Herbalist (F3,9,11) for use in antidote potions.

x Rid Vertigo of the plague of pests and report back to Mayor Gunther (Vertigo,14,5).

The World of Xeen diary keeps the player from having to take copious notes.

CONFRONTING MONSTERS

RPG worlds are overrun with monsters, fiends, and miscreants. Normally, the ultimate villain has unleashed hordes of these malcontents to wreak havoc among the good people of the world. These monsters block the player's every move. At key junctures in an RPG, players have to face extremely powerful beasts. Most of them are hostile, although not all of them are. Bottom line: Don't expect to stand toe-to-toe with a massive Ogre waving a battle axe and expect to be offered an Oreo cookie.

Life in RPGs is usually black and white. There are very few gray areas. The villains and friendly, helpful types are easy to distinguish. You can usually count on drooling zombies being enemies.

Some RPGs present more of these obstacles than others. Some truly minimize combat with monsters. Others make the gamer hack-and-slash until your keyboard fingers collapse limply at your side.

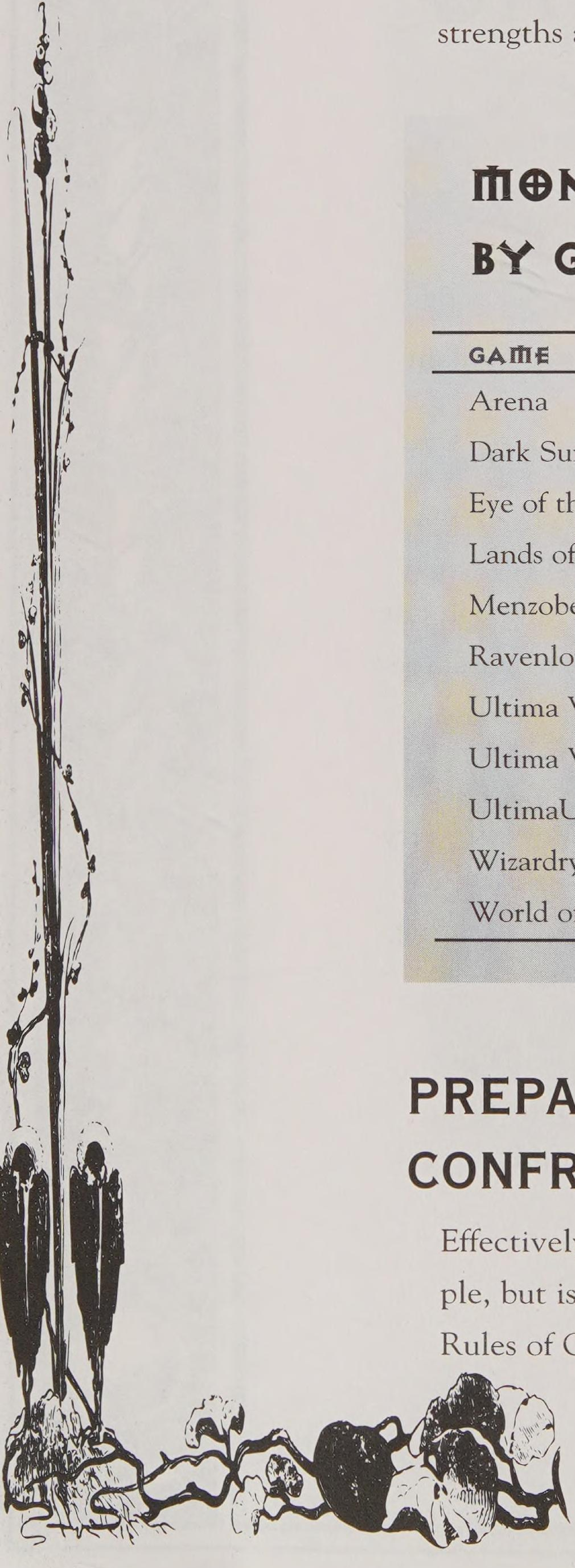
Games imbue monsters with individual characteristics. Game manuals are great sources of information about the strengths and weaknesses of these enemies.

MONSTER PREDOMINANCE BY GAME

GAME	% MONSTERS
Arena	Very High
Dark Sun II	Medium
Eye of the Beholder III	High
Lands of Lore	Medium
Menzoberranzan	Medium
Ravenloft I	High
Ultima VII—Part II	Medium
Ultima VIII	Medium
UltimaUnderworld II	Medium
Wizardry VII	High
World of Xeen	Medium

PREPARING FOR CONFRONTATION

Effectively preparing for monster whomping sounds simple, but isn't so easy to accomplish. Observe Ronald's Rules of Order:



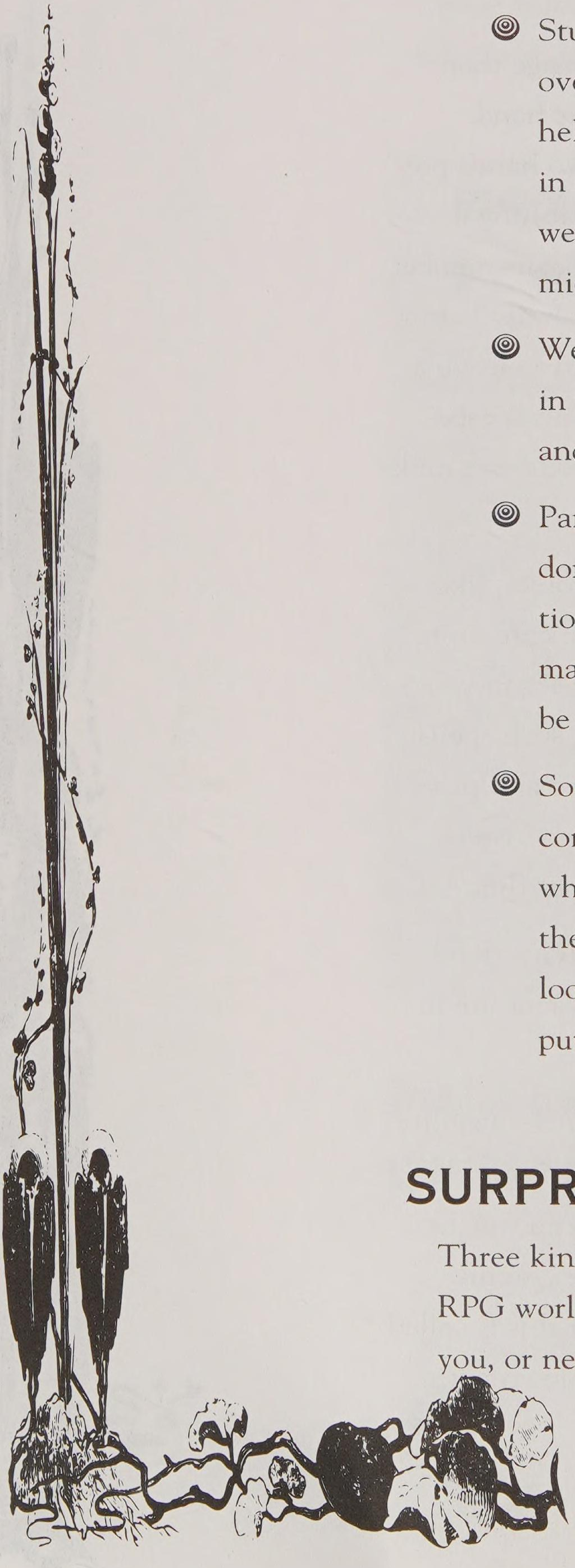
- Always assume that monsters are going to attack at the very next step in the game.
- Two-handed weapons cause more damage than weapons that can be wielded with one hand. Unfortunately, a weapon requiring two hands prevents the party's character from brandishing a protective shield, which adds a significant number of armor points to the character. It's always better to sacrifice some offensive punch than to leave a character open to massive damage. This is especially true for characters in the exposed front ranks of an exploring party.
- Cast preemptive spells. Spells that protect, like Bless, Protection, and the like, can be cast while exploring. Regularly camp or take breaks in your journeys to learn, memorize, and cast such spells. When the monsters attack, the blessed and protected party members can assault the monsters immediately. Don't leave home without them!
- Remember to make sure that magic items that simulate the casting of spells by magicians are in the hands of non-spellcasters.
- Constantly bear in mind the importance of agility in combat. While heavy weapons and armor do great damage and protect well, the extra weight severely limits agility in some gaming systems. Sometimes the character attribute for this is called encumbrance. If a character is laden down with

treasured items and weapons and armor, the character gets fewer attacks per combat round.

- Study game monster charts for information. Look over the details about the game's weapons, armor, helmets, shields, shoes, and rings. Look for items in each category that have power and little weight. Seek those items out and crush the enemies when they attack.
- Weapons and armor must be kept in good repair in those games where they deteriorate with age and use.
- Particularly in games with real-time combat, don't burst into intersections. Approach intersections with deliberation. Lurking monsters usually make some type of warning noise or grunt, or will be slightly visible to the party.
- Some games give you the option of letting the computer fight for you. Don't. This might work when the party's strength completely overwhelms the monster opposition. However, in anything looking remotely like an even match, the computer almost always loses for you.

SURPRISE, SURPRISE

Three kinds of monster encounters are possible in most RPG worlds. You surprise monsters, monsters surprise you, or neither side surprises the other. Surprise gives the



surprising party free attack rounds before normal combat. Breathe a sigh of relief when you surprise the beasts!

When ambushed by monsters, discretion may be the better part of valor. Running away can have disastrous consequences if you fail. The monsters get free attacks at your unprotected backs. Ouch! Worse yet, the attempt to flee may fail, giving the monsters a free round of relentless attacks.

This strategy also applies when a battle goes badly. There is no shame or game penalty for running.

When you surprise strong monsters, take that free attack round and see if you have killed off a few or weakened them. If so, enter normal combat with confidence. If not, your party can run with guaranteed success.

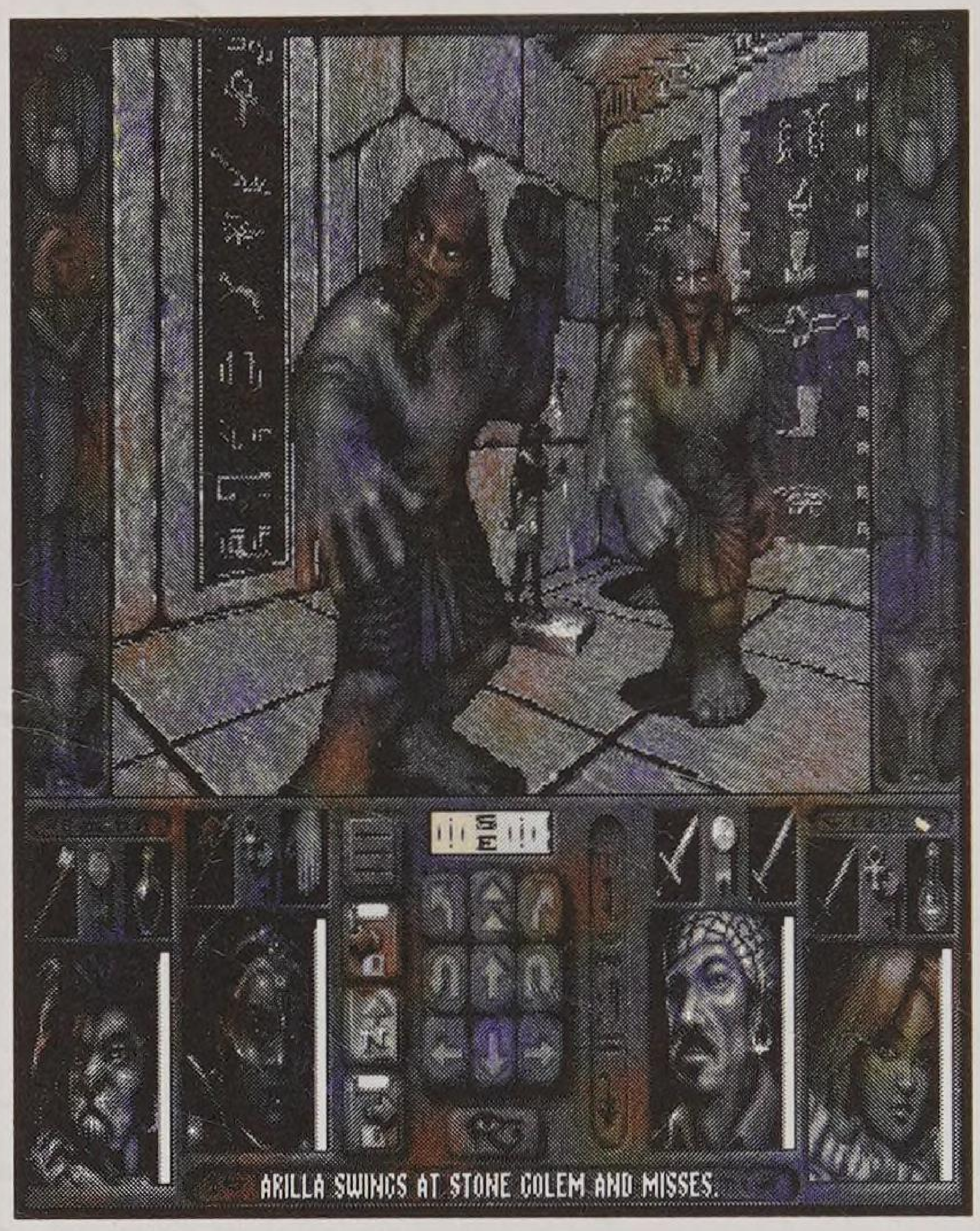
ENCOUNTER

HACK-AND-SLASH

RPGs call monster attacks *encounters*. This is an excessively polite word to define a flat-out free-for-all.

There are several things you should keep in mind when in combat with monsters:

- Undead monsters like zombies, ghouls, liches, and mummies can't be put to sleep with magic spells. Blame D&D, not me!



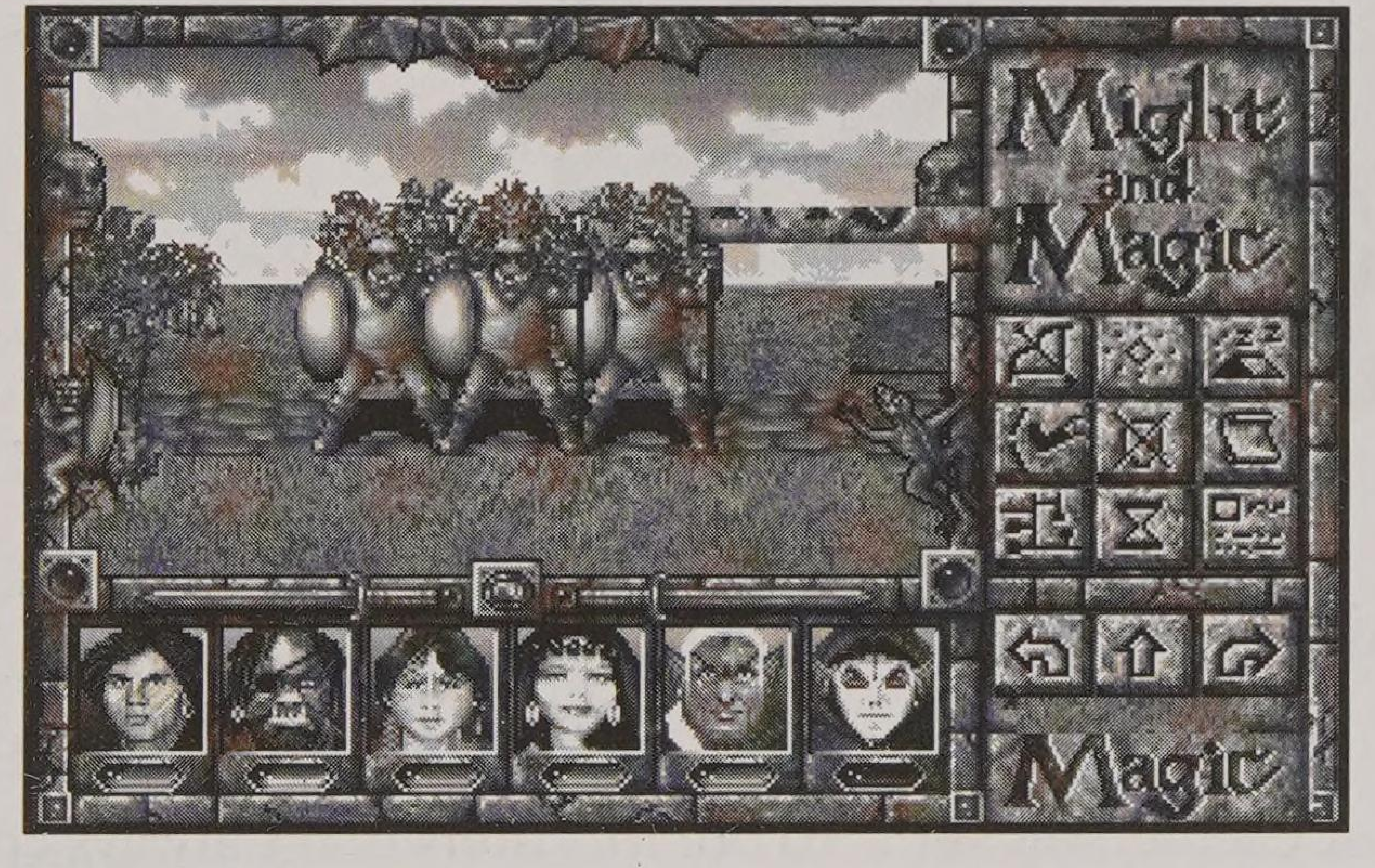
ARILLA SWINGS AT STONE GOLEM AND MISSES.

Real-time combat is fast and furious in Ravenloft: Stone Prophet.

- Monsters can slaughter a party member, even if the monsters only have a single hit point remaining.
- If monsters approach from afar, use ranged or missile weapons. When one pace away, reequip for hand-to-hand combat.
- Characters with extremely high agility or dexterity often get more attacks than anyone else during combat. Have your spellcasters weaken monster defenses or enhance the party's agility and speed by casting haste and quick spells on the fighters.
- In real-time combat, different attacks sometimes have varied results. Experiment with weapons to decide which ones are effective against particular

monsters. You and your companions all have different weapon and armor strengths and weaknesses. If your strategy fails, restore a recently saved game, and try again.

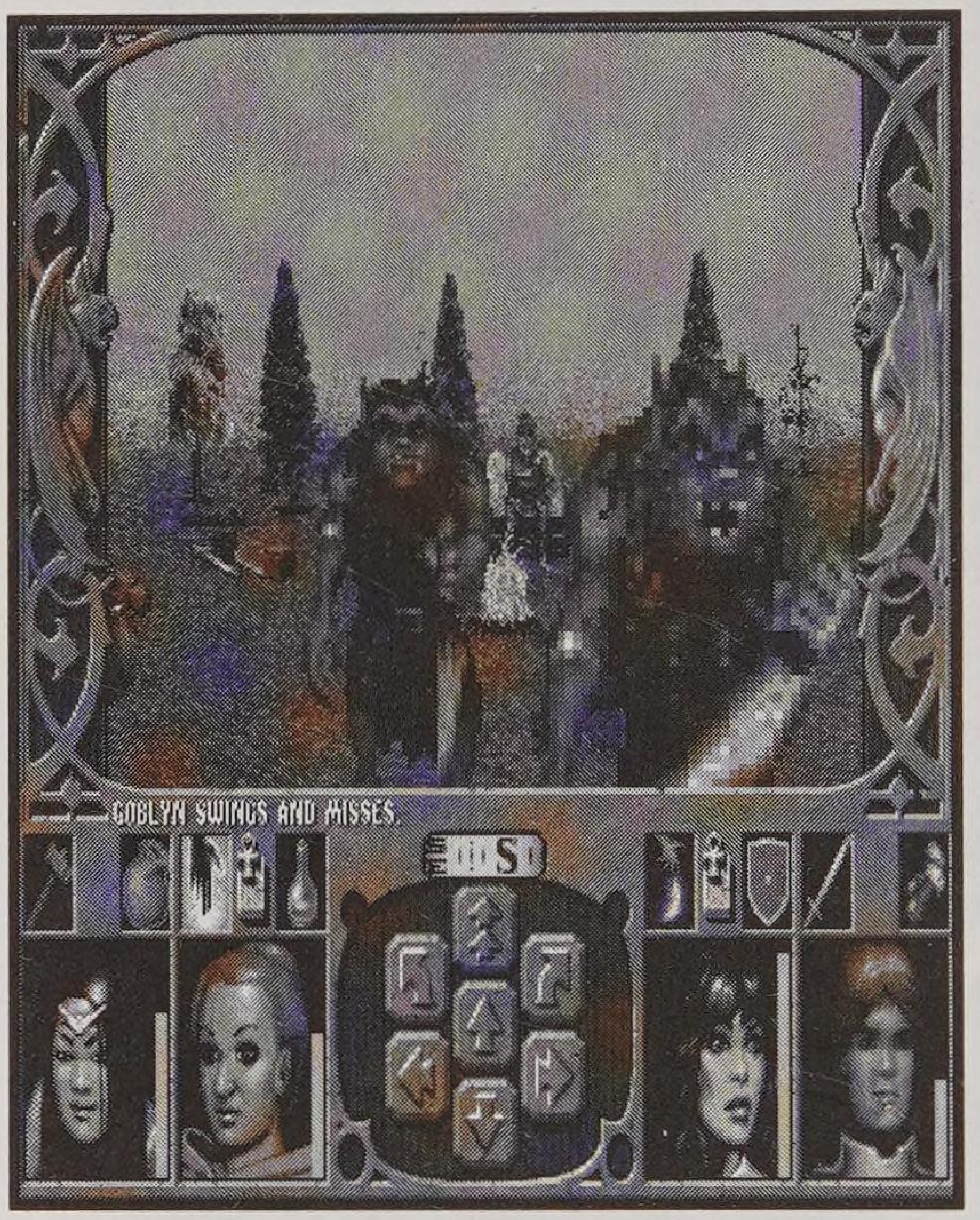
- Monsters sometimes attack in groups. This makes them much harder to defeat. Assume three monster groups are attacking. Keep attacking one group until it's destroyed. Now, only two groups are beating up on you, and the damage the party takes is lessening. Continue in this way until you are victorious.



Use a bow, sling, or other ranged weapon while these orcs are far from harm's way.

REAL-TIME VS. TURN-BASED COMBAT

Real-time combat has come into vogue in the last few years. The Ravenloft series, Arena, the Ultima Underworlds, and the Eye of the Beholder series all require the player to fight monsters in real-time. This is to be compared to the traditional turn-based combat employed in the World of Xeen, the Realms of Arkania series, and the Dark Sun series.

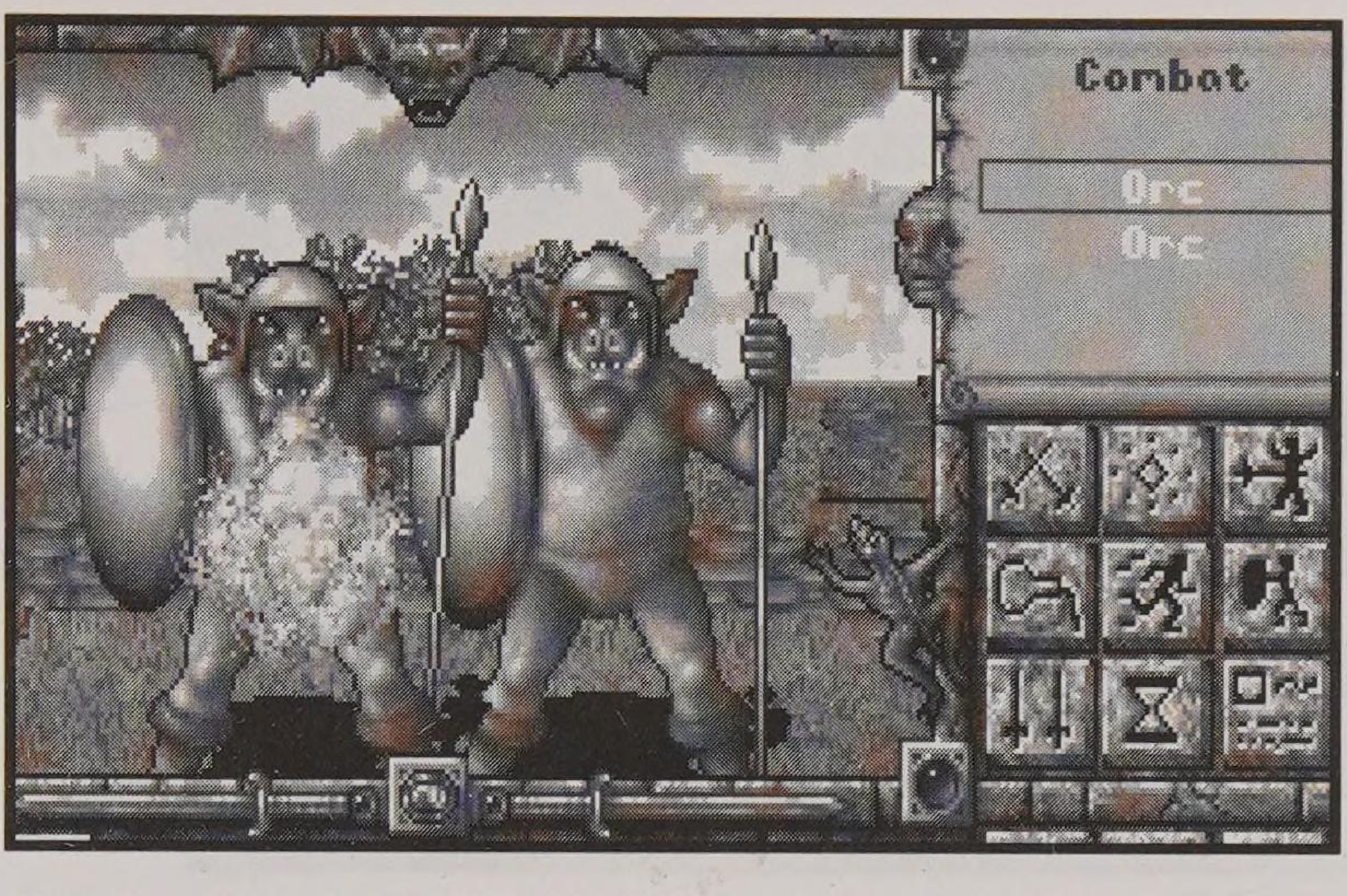

GOBLYN SWINGS AND MISSES.

Real-time combat in Ravenloft: Strahd's Possession. Quick thinking and decisions will be required to survive this onslaught.

REAL-TIME COMBAT

In real-time, the player must make quick decisions about what each character is to do. Monsters don't always conveniently face the player from the front. They often assault the party from all sides. It is not uncommon for the player to be completely surrounded by monsters!

Consider the geographical position of the party or player when monsters attack. If you're in the open, head for a corridor. When you reach the end of the corridor, quickly turn around. Let the monsters come to you one at a time.



Turn-based combat in World of Xeen. Strategic decisions must be made by selecting any of the combat options in the box, but time is not of the essence.

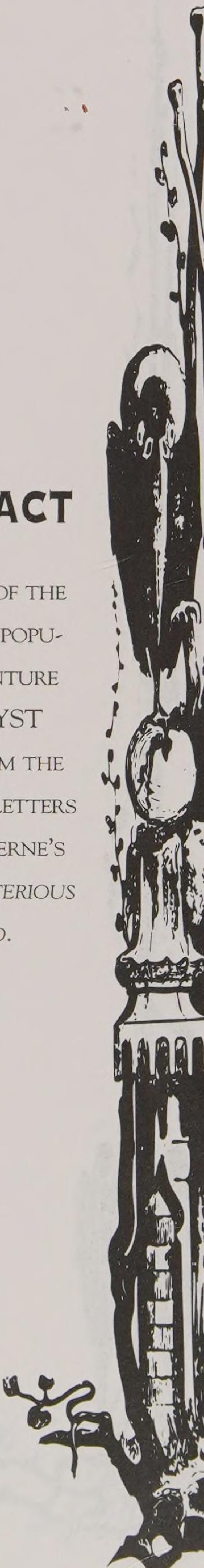
Back up against pillars, trees, or any other obstacles that will reduce the number of sides your characters expose to attacking monsters. The fewer sides exposed, the better your chances of winning.

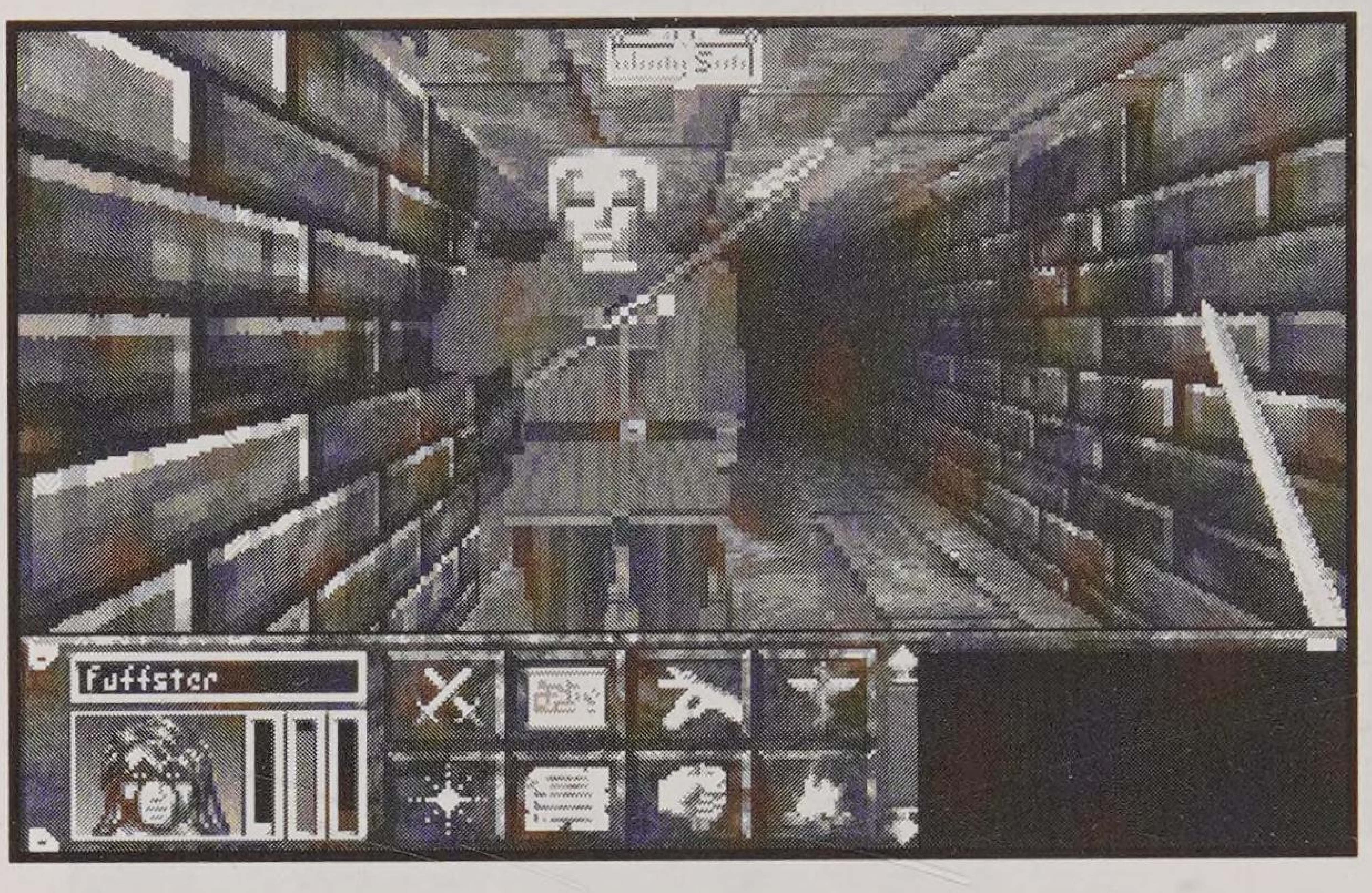
Remember that in real-time combat, different weapons require different types of swings. A slash, stab, or bash will do decidedly different damage in Ultima Underworld: Labyrinth of Worlds, depending on which weapon you're using.

Certain games let you attack, then move sideways. Sometimes this lets party members continuously hit monsters without being attacked themselves. Only experimentation and practice in a particular RPG reveals if this particular strategy is feasible.

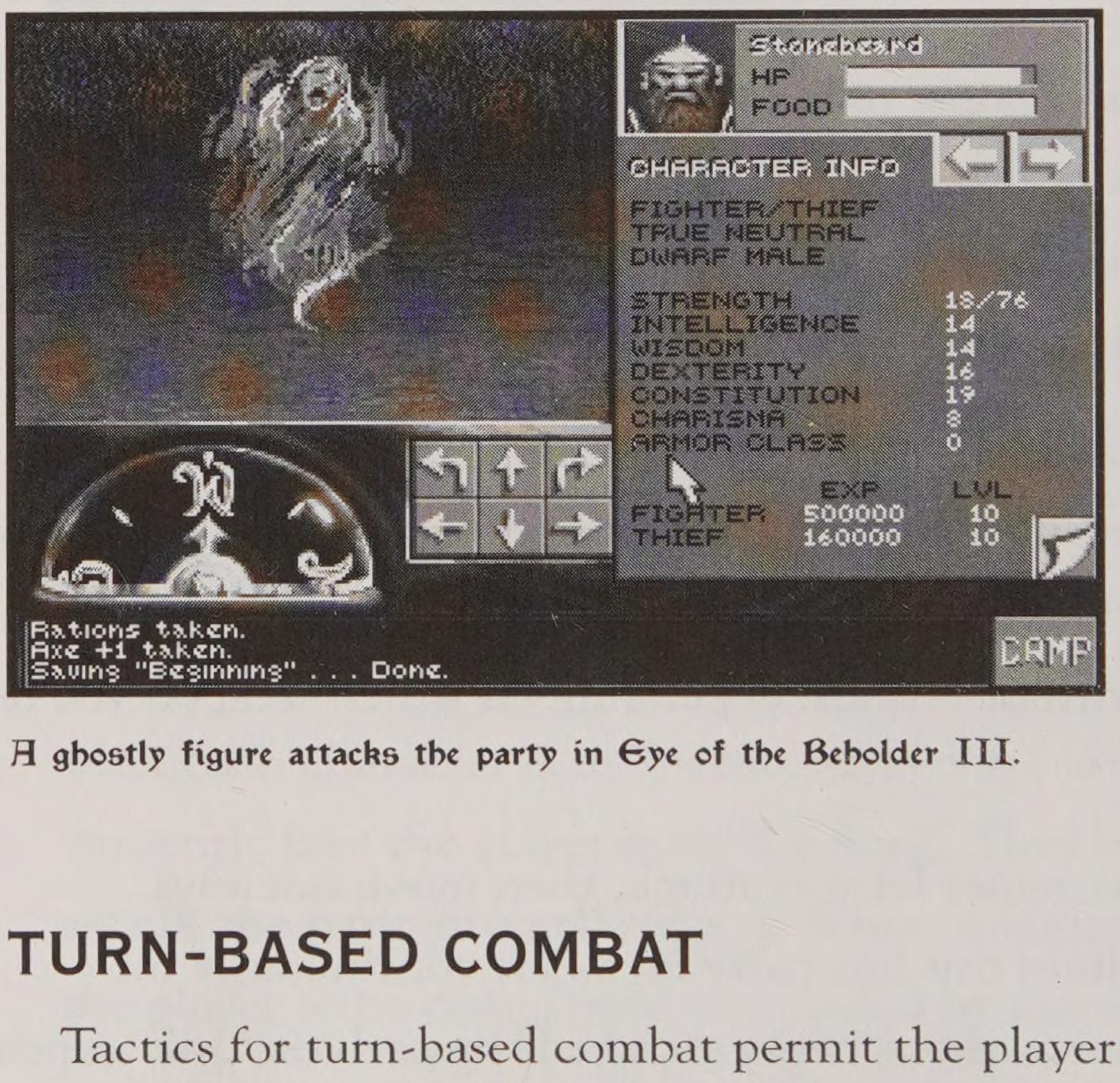
RPG FACT

THE TITLE OF THE IMMENSELY POPULAR ADVENTURE GAME MYST COMES FROM THE FIRST FOUR LETTERS OF JULES VERNE'S NOVEL *MYSTERIOUS ISLAND*.





Real-time combat in a dark corridor of an Arena dungeon.



```
Stonebeard
HP
FOOD
CHARACTER INFO
FIGHTER/THIEF
TRUE NEUTRAL
DWARF MALE
STRENGTH        18/76
INTELLIGENCE    14
WISDOM          14
DEXTERITY       16
CONSTITUTION    19
CHARISMA        8
ARMOR CLASS     0
            EXP     LVL
FIGHTER   500000    10
THIEF     160000    10
```

```
Rations taken.
Axe +1 taken.
Saving "Beginning" . . . Done.
```

A ghostly figure attacks the party in Eye of the Beholder III.

TURN-BASED COMBAT

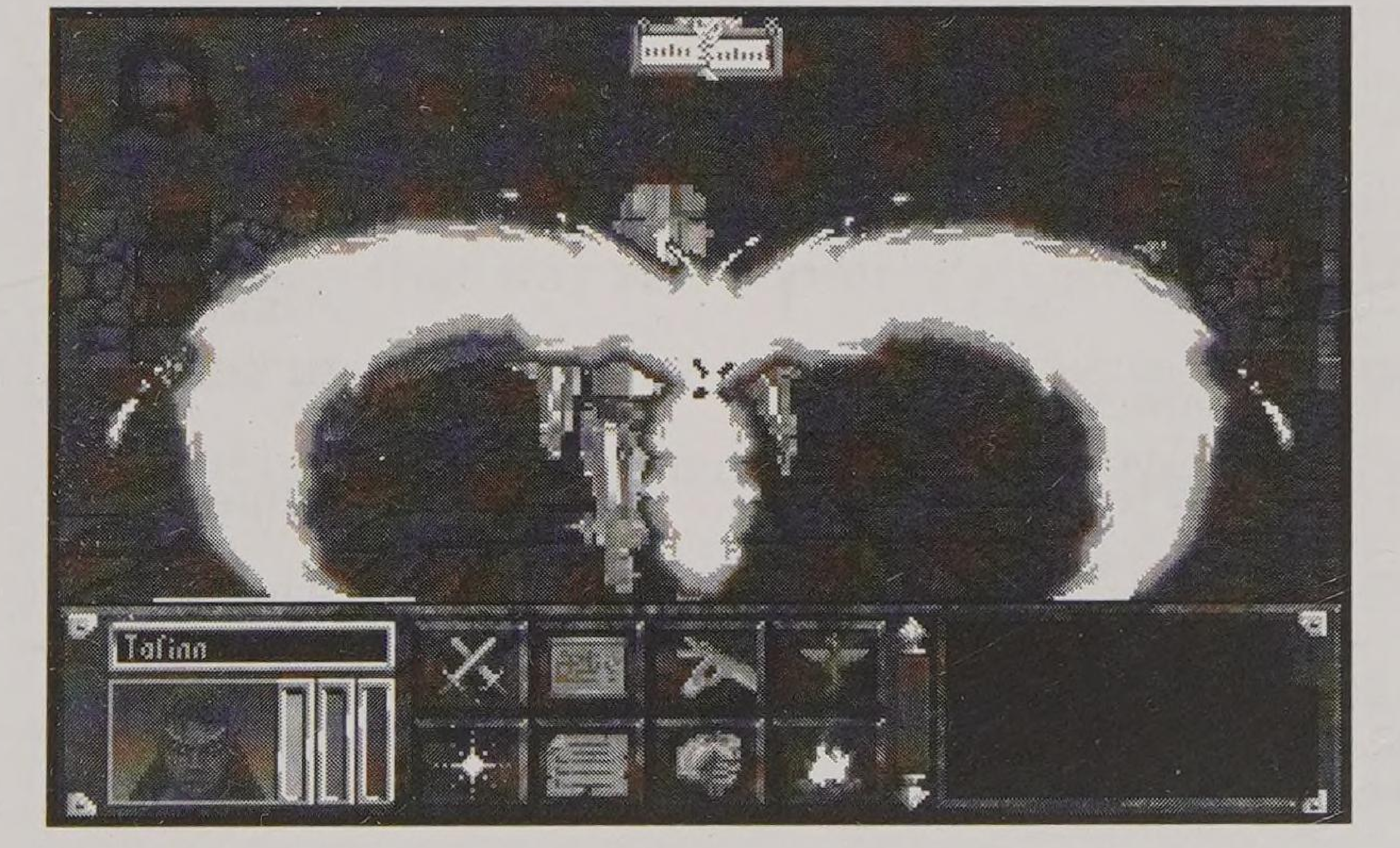
Tactics for turn-based combat permit the player to think without all of the hullabaloo of real-time.

The best tactic can be used especially well if the party includes magicians with high levels of dexterity. If this is the case, have the magicians cast spells that debilitate the monster enemies (paralyze, sleep) or provide a protective barrier around the party (protection from evil, bless). After that, your strong warriors can hack-and-slash to their hearts' content without fear of retaliation.

MAGIC TACTICS

Magic is the party's salvation in combat. As you progress in an RPG, the chances of mere brute strength providing the means to overcome monsters grows smaller and smaller. Each game or game system has tremendous variances in what spells can and cannot be cast.

I'm now going to let you in on a huge secret. Go to the manual of any RPG. Turn to the section that lists the magic spells. Count the number of spells. Divide that number by 10. The result of that division is the number of magic spells you probably need for the entire game. (Naturally, in a game with only 7 spells, like Lands of Lore, this doesn't apply.)



A massive fireball spell created with Arena's unique Spell Maker toasts a town guard.

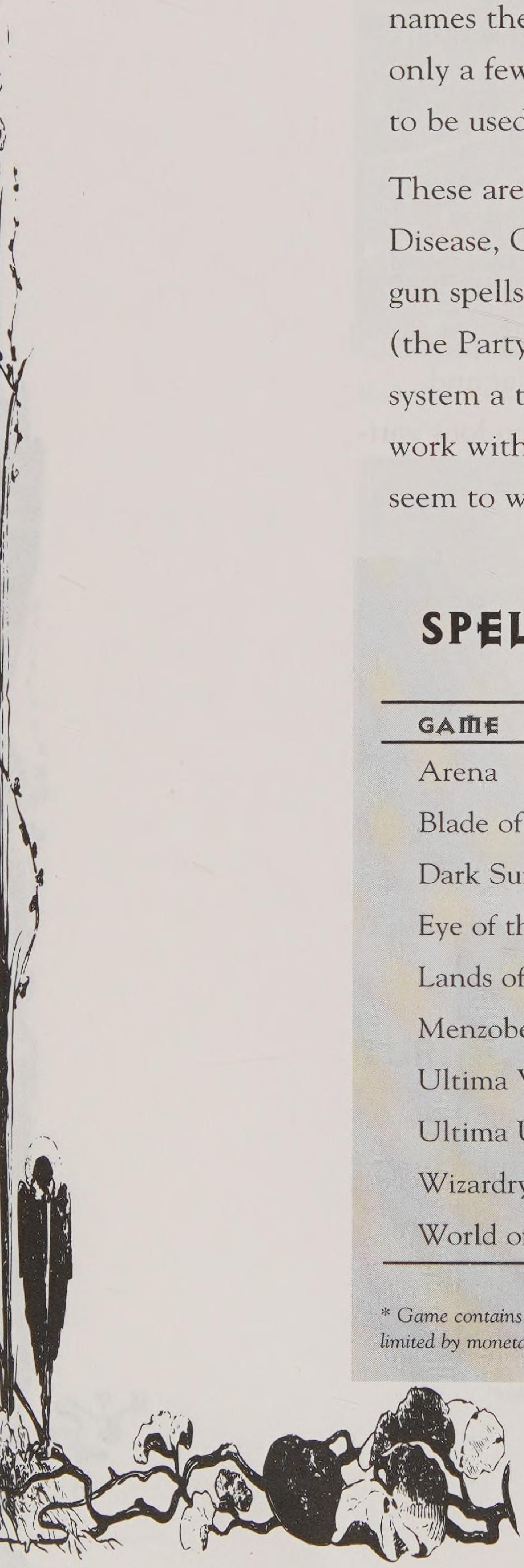
I know I have debunked one of the great myths of RPGs—the more magic spells the better. No matter what names the particular game gives to spells, any RPG has only a few spells that are absolutely necessary and helpful to be used by the player.

These are Heal Wounds (Increase Hit Points), Cure Disease, Cure Poisoning, Lightning or Fireball (The big gun spells), Paralyze or Put to Sleep (Monsters), Protect (the Party), Turn Undead, and Light. That's it! Give this system a try. It's not that it isn't fun or interesting to work with the many spells an RPG permits, but these seem to work across all RPG systems.

SPELLS PER RPG

GAME	MAGIC TYPES	SPELL #
Arena	1	Unlimited*
Blade of Destiny	12	c. 100
Dark Sun II	3	Over 200
Eye of the Beholder III	2	Almost 100
Lands of Lore	1	7
Menzoberranzan	3	Over 100
Ultima VII – Part I	1	About 70
Ultima Underworld II	1	25
Wizardry VII	6	Almost 100
World of Xeen	3	Almost 80

** Game contains a Spell Maker, enabling players to create and cast any number of spells limited by monetary constraints.*



VERY BEST MAGIC SPELLS

When you're looking at magic spells, you need to think about your offensive and defensive needs. The best spells in each category should do the following things:

OFFENSIVE

Should attack single or multiple monsters.

Or, some spells should incapacitate monsters (Sleep, Paralyze).

DEFENSIVE

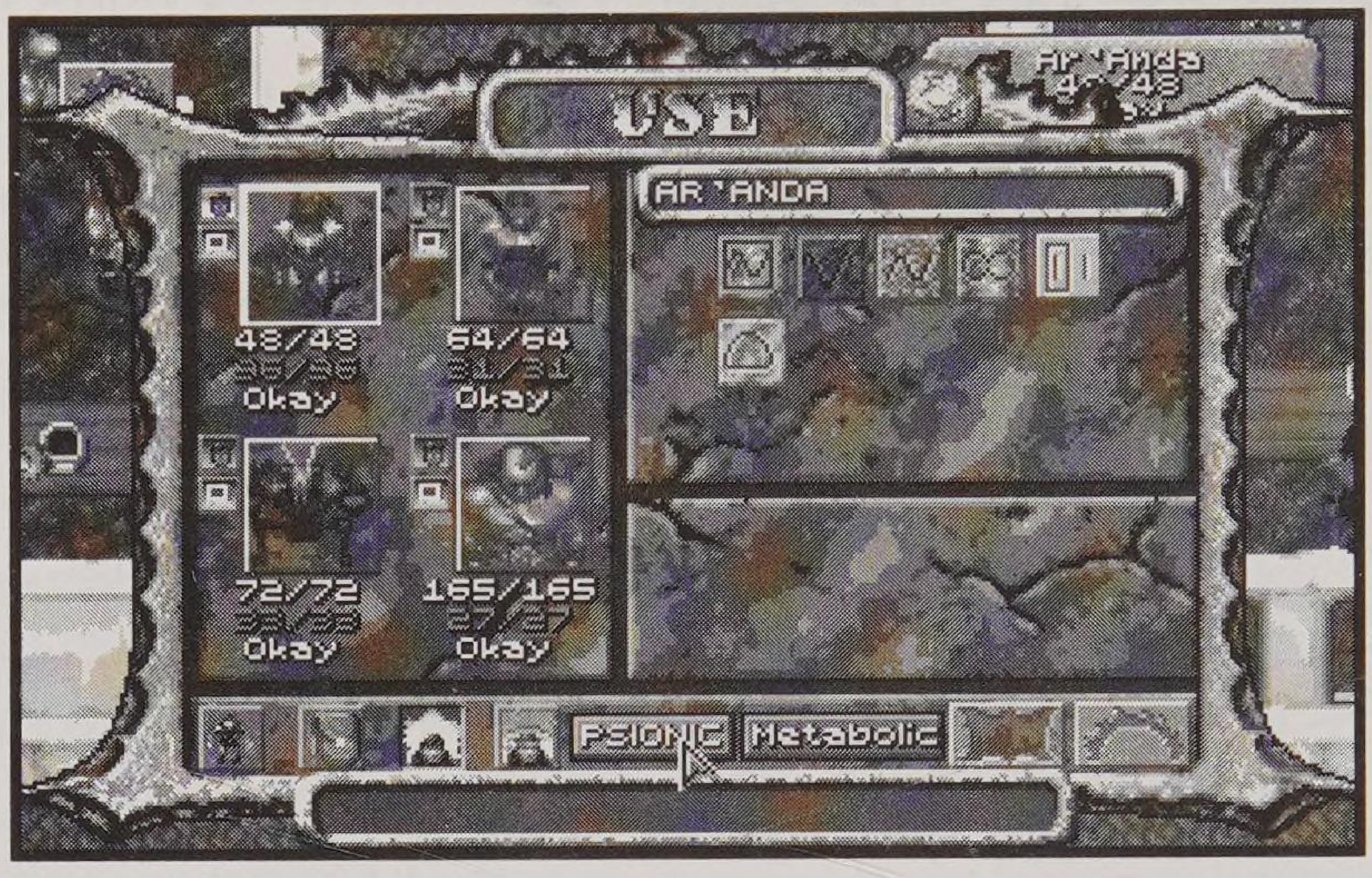
Heal individual or entire party.

Cure.

Awaken.

Let's say a character has a wand that heals. That same character also is a magic user and can cast a Heal spell. Because magic users are worthless once they use up their spell points (until they rest, at least) you should use the wand first—that way you conserve your points. Use items that cast magic first. They can always be rebought once the combat is over, particularly if the battle ended in victory.

A good defense is the best offense. Resist the urge to pummel monsters in combat with offensive spells only.



The unusual magic system of Dark Sun, where psionists use their considerable brain power to cast "magic spells."

Another important feature of spellcasting is the effects and lasting energy of certain magic spells. Some spells might last for a round or two, while others may last for the complete duration of the combat. Normally the status window of the RPG's combat screen tells you when a spell wears off.

Be warned. As your party gains strength and experience, the monsters grow correspondingly tougher. Some monsters, even lower-level monsters early in the game, can destroy the entire party with a single spell, send everyone to sleepy land, or poison and confuse all of you. Put another way, if you have mass destruction spells, so do the monsters.

Pinpoint the healers on the bad guys' side and destroy them quickly. Carefully monitor magic points or other magic power indicators employed by the game. If you run

RPG FACT

The noble bard of the Ultima series, Iolo, of the ubiquitous crossbow, is patterned after a friend of Lord British's, whose real occupation is crossbow-maker.

low (or out) of spell points during combat, drink a magic potion. Don't get caught with your points down!

The elements play an important role in combating monsters. If a monster has a certain real-world element in its name (like, say, fire-golem, or water elemental), don't use any weapon or spell of the same element against that monster. A fire lizard will probably shrug off a powerful fireball or lightning spell. Conversely, that same lizard will probably be crunched by a spell that employs water, earth, or air elements.

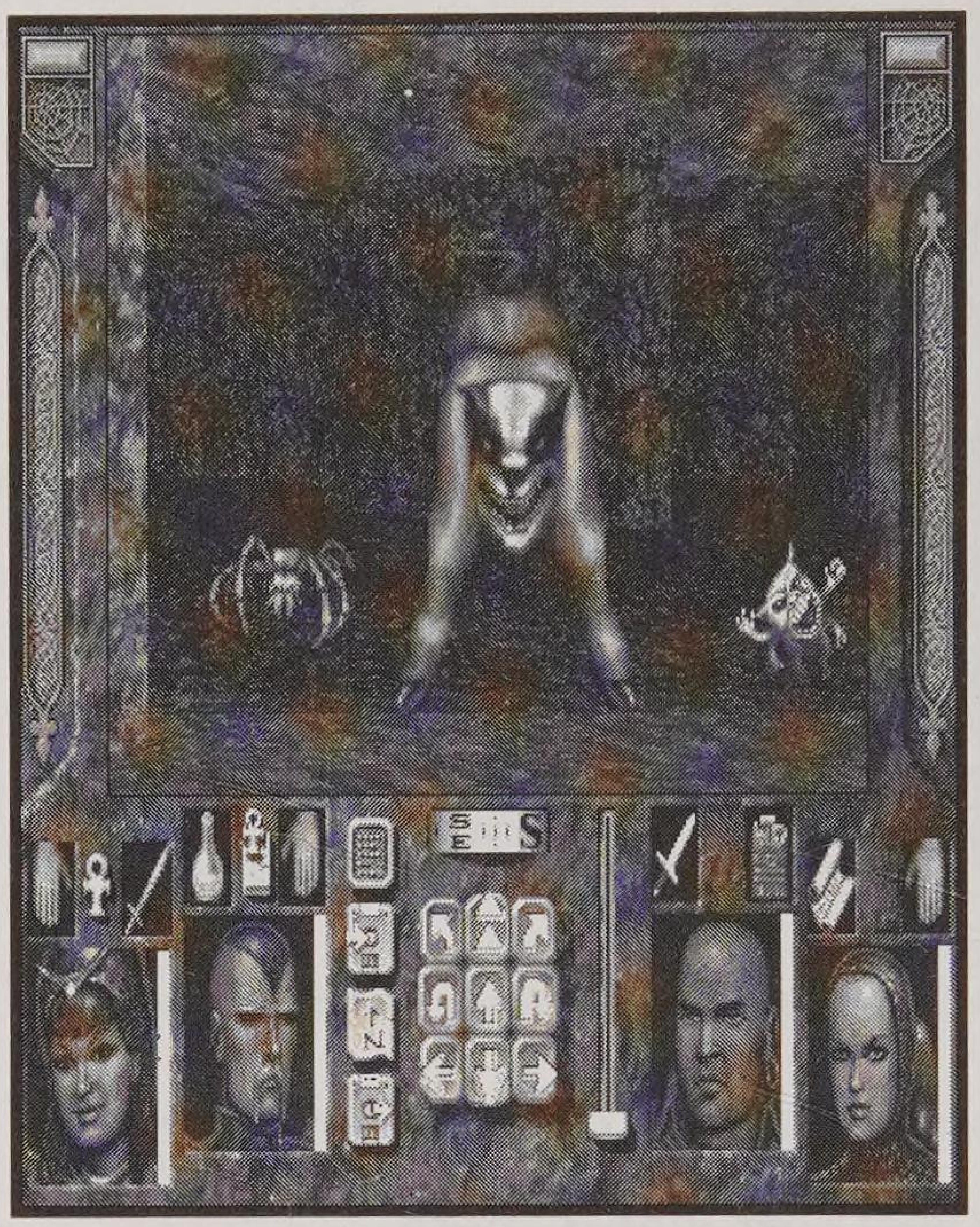
If the area you are exploring is full of monsters that hate water, use water items and cast water spells.

THE PARTY'S OVER

There is nothing more sickening than having the entire party put to sleep, paralyzed, confused, or stoned.

Unfortunately, certain unfavorable consequences can result from fleeing in terror. The party may end up in another place right smack in the middle of another pack of monsters. The party might be teleported to a completely unfamiliar locale. Some games penalize the party with experience decreases or the loss of half their gold.

Take your chances, though, and if necessary, restore a saved game. It's better to live and fight another day, at least in principle, so you should try that first. If you are penalized, then you can restart from a saved game. You have been saving regularly, haven't you?

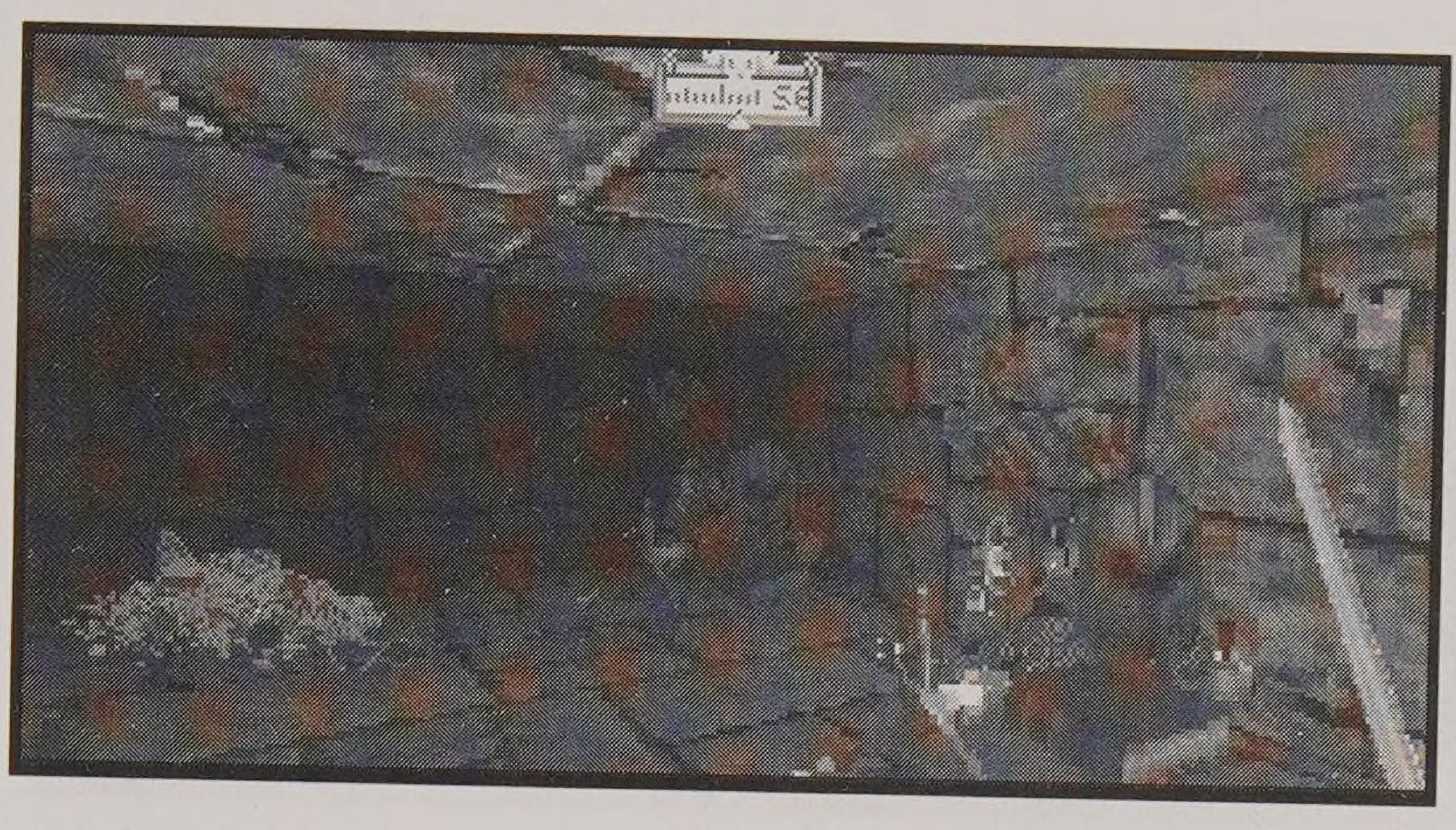


Real-time combat in Menzoberranzan.

TREASURE AND BOOTY

RPG worlds overflow with treasure. Gold pieces, powerful weapons, thick armor, strange objects, keys, potions, and even stuffed animals are yours for the taking. There's so much treasure that you probably won't have room to carry it all!

Many games provide treasure based on random formulas—in other words, once you beat up the monster, there's no telling what you'll find on it. If you don't like what you find after a particularly challenging battle, restore the game, beat up on the monster again, and see if you get a better goody!



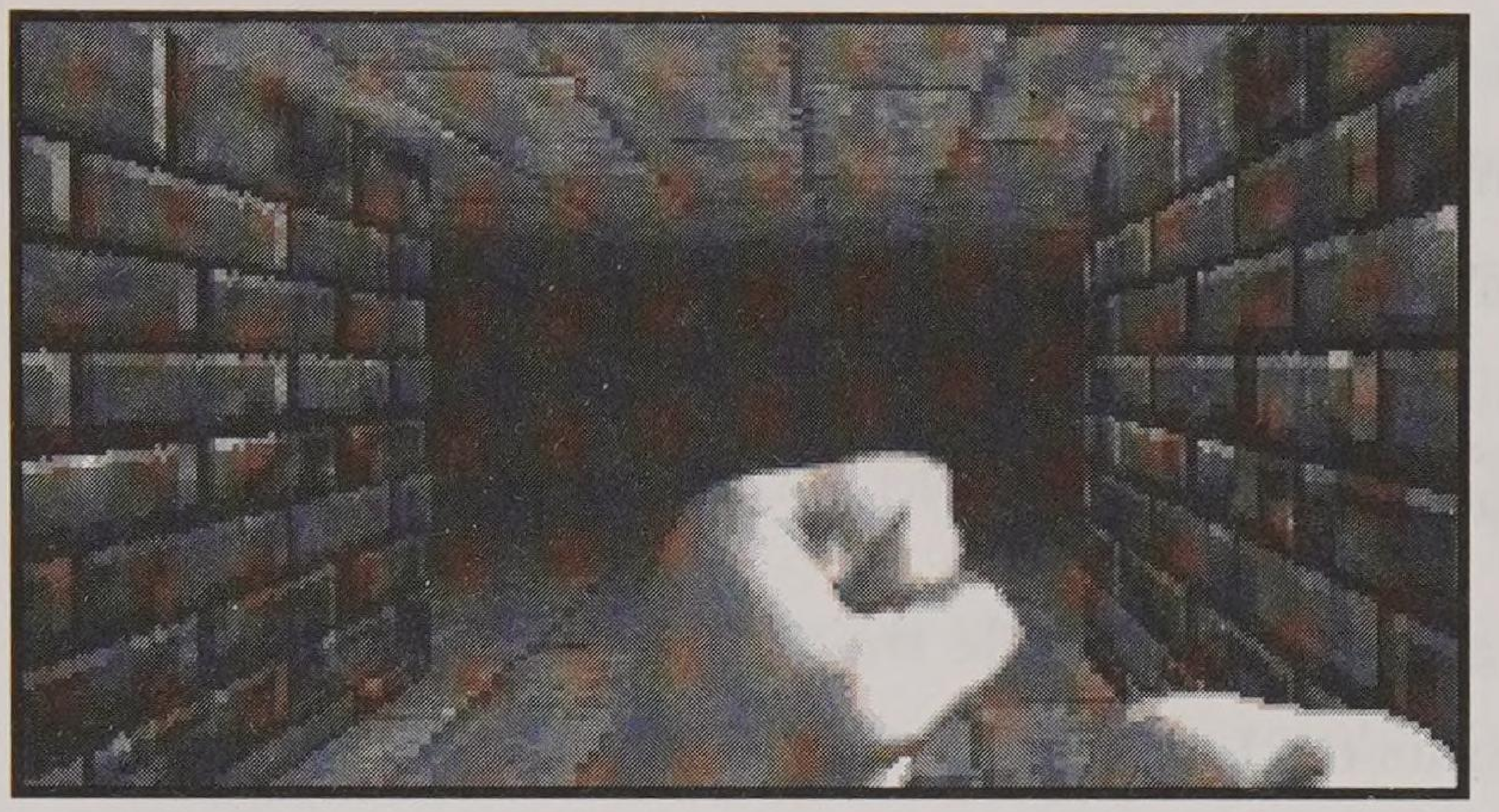
Arena's treasure screen after successfully whomping some monsters.

EQUIPPING THE RPG PARTY

RPGs contain three basic treasures for the party members: weapons, armor, and, well, other items. RPG gamers should learn everything there is to know about absolutely every last one of these objects. These are the specific things that the player must find, acquire, and eventually use to complete the game.

NO NUDES IS GOOD NUDES

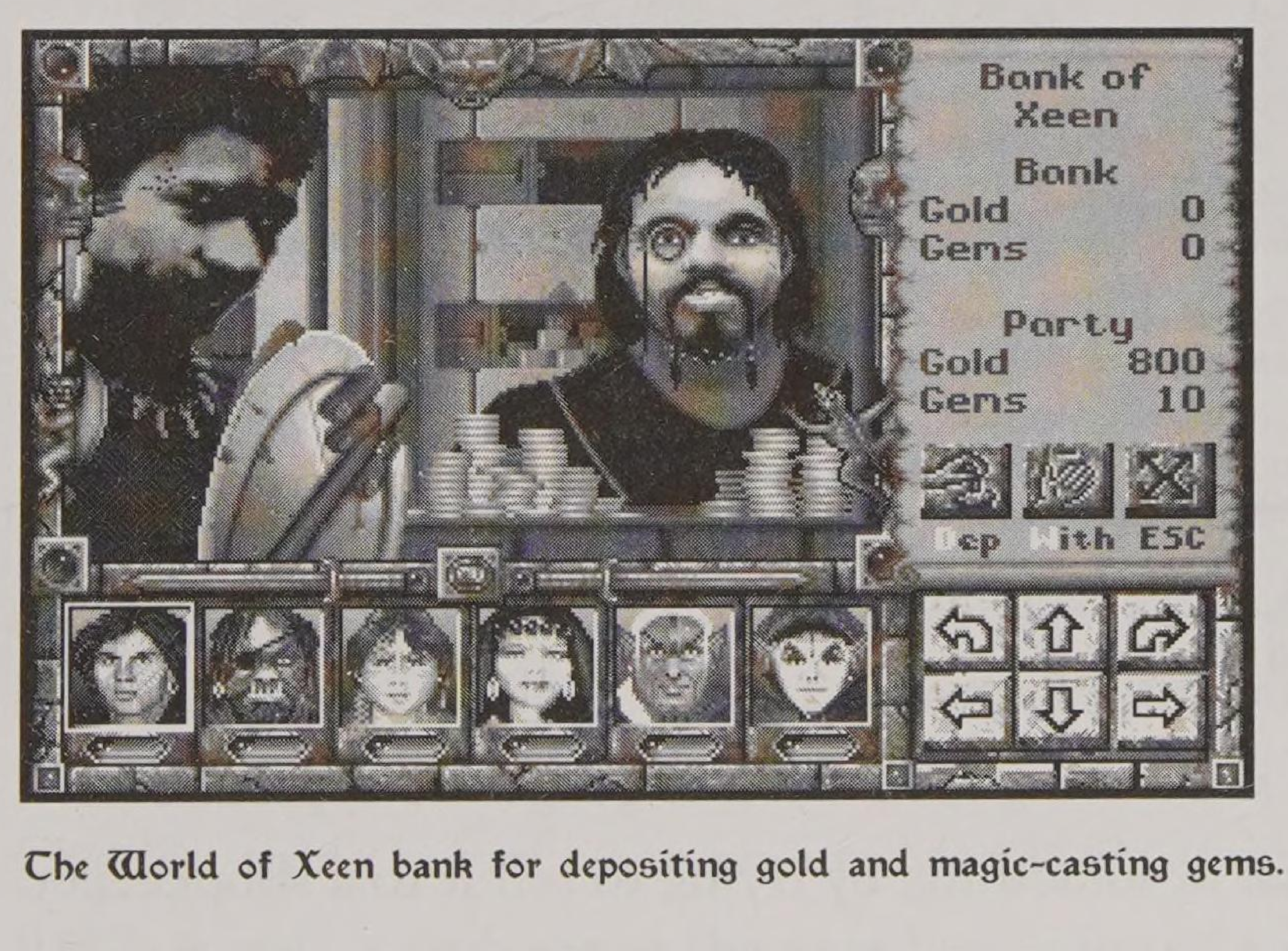
Monsters delight in attacking weaponless, naked adventurers. After you buy or find that nifty piece of armor, powerful weapon, or ring, equip, equip, equip. Just because you're carrying the weapon doesn't mean you're actually equipped with it. You may think you've got your mighty sword handy when you face the Dragon Lord, but if you never reequip, you may well be carrying the rusty dagger you found back in the first dungeon.



This Arena character had better equip a weapon and fast. Fighting with bare fists in RPG dungeons is a losing proposition.

SHOP 'TIL YOU DROP

Many games let the player shop in stores or buy from wandering merchants. The higher the character's charisma, the better the chance the character can get a better price for sold goods or a lower price for bought goods.



Bank of Xeen

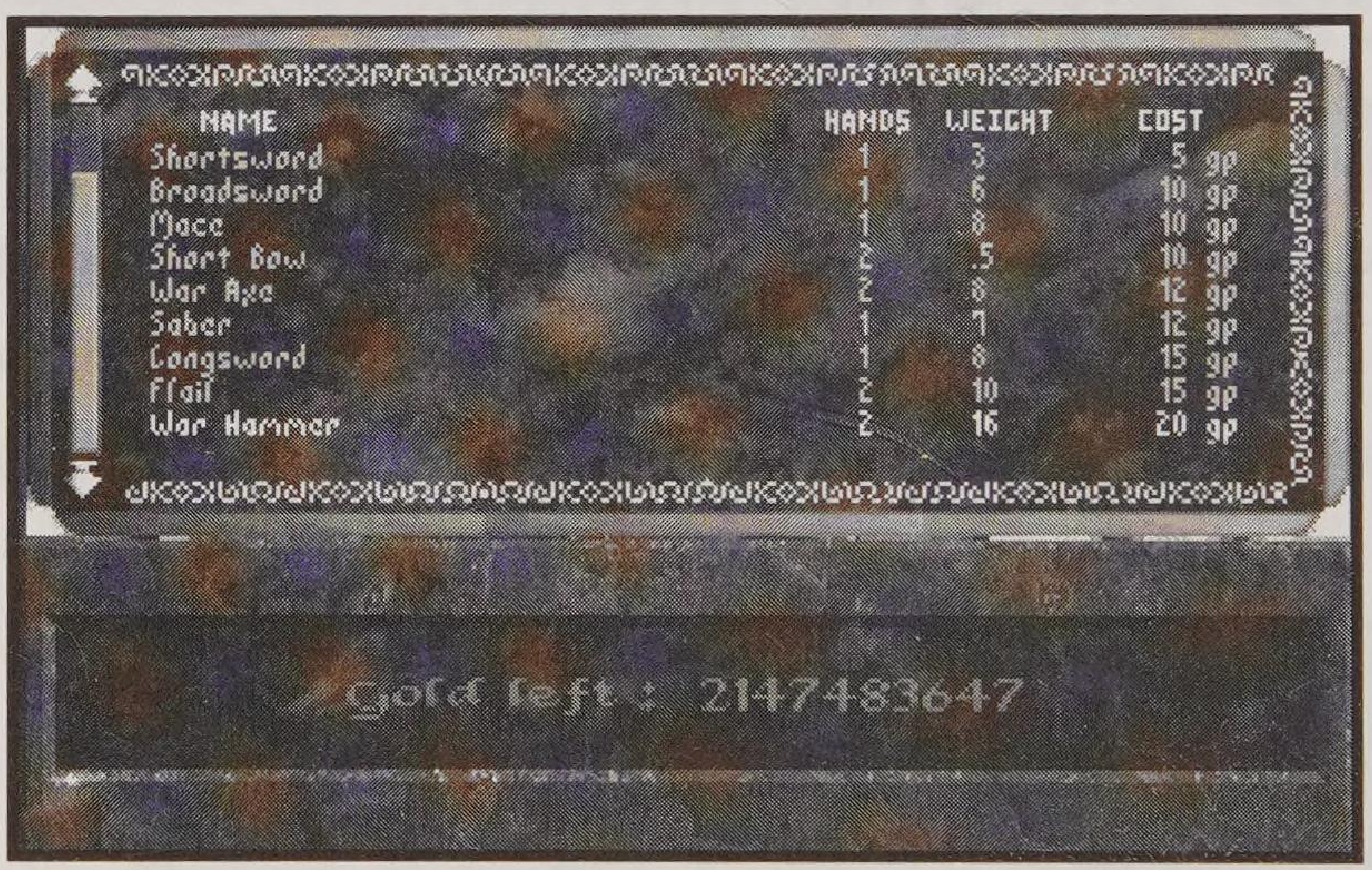
Bank
Gold 0
Gems 0

Party
Gold 800
Gems 10

The World of Xeen bank for depositing gold and magic-casting gems.

You should always send the character with the hightest charisma to do all the buying and selling for the party. This might make for an inventory nightmare of trading, switching, and dropping, but you'll get the best prices this way.

Some games even enable the character to haggle with merchants for lower prices. This is really only important at the start of the game. Frankly, haggling is more trouble than it's worth. Don't concentrate on this part of the RPG to advance. Just do the best that you can.



NAME	HANDS	WEIGHT	COST
Shortsword	1	3	5 gp
Broadsword	1	6	10 gp
Mace	1	8	10 gp
Short Bow	2	.5	10 gp
War Axe	2	8	12 gp
Saber	1	7	12 gp
Longsword	1	8	15 gp
Flail	2	10	15 gp
War Hammer	2	16	20 gp

Gold left : 2147483647

An Arena equipment store. The large amount of gold is courtesy of a cheat program.

In some RPGs it's difficult to tell which items are good, bad, and spectacular. In the World of Xeen, a shopkeeper can identify items for a price. Spells in other games do the same thing. You can also gauge the approximate value of something by trying to sell it to a shopkeeper. The higher the resale value for found items, the better and more effective the item.

Buying strong and effective weapons, armor, and items is an expensive proposition. Some potions and items are absolutely necessary for later in the game. Unfortunately, many items cost thousands of gold pieces. Mirroring the real world, money is rarely plentiful.

You should use the following tactic to prevent money problems. Whenever your quest brings you to a town or village, enter and save the game. Check out the shops. If you can't pay for needed equipment, head to a nearby dungeon or to the outdoors, where you can easily find monsters. Often, territory near a safe haven hides treasure chests with the very items you need to buy at the shops. Plunder treasure chests, get the great new weapons and armor, and sell your old ones.

RPG FACT

Did You Know?

26 KEYS OPENING EVEN MORE DOORS ARE NECESSARY TO FINISH STAR TRAIL.

MONEY TROUBLE?

You just have to have that shiny new Platinum Sabre that's for sale in a shop. Nothing else will do, and you can't find one anywhere. The Sabre costs 33,600 gold pieces, but you only have 26,000.

Do you have to go fighting monsters for that extra few thousand? The simple answer is "No." In the heat of adventuring, you might easily forget that any weapon, armor, or item can usually be sold for some portion of its buying price, traditionally, half. If you have the 24,000-gold piece Silver Sword, half its buying price, 12,000 gold pieces, should add enough to your total amount of gold to make purchasing that Sabre affordable.

One last thing before we move on. Mercifully, money in RPGs is only a problem at the very beginning of a game.

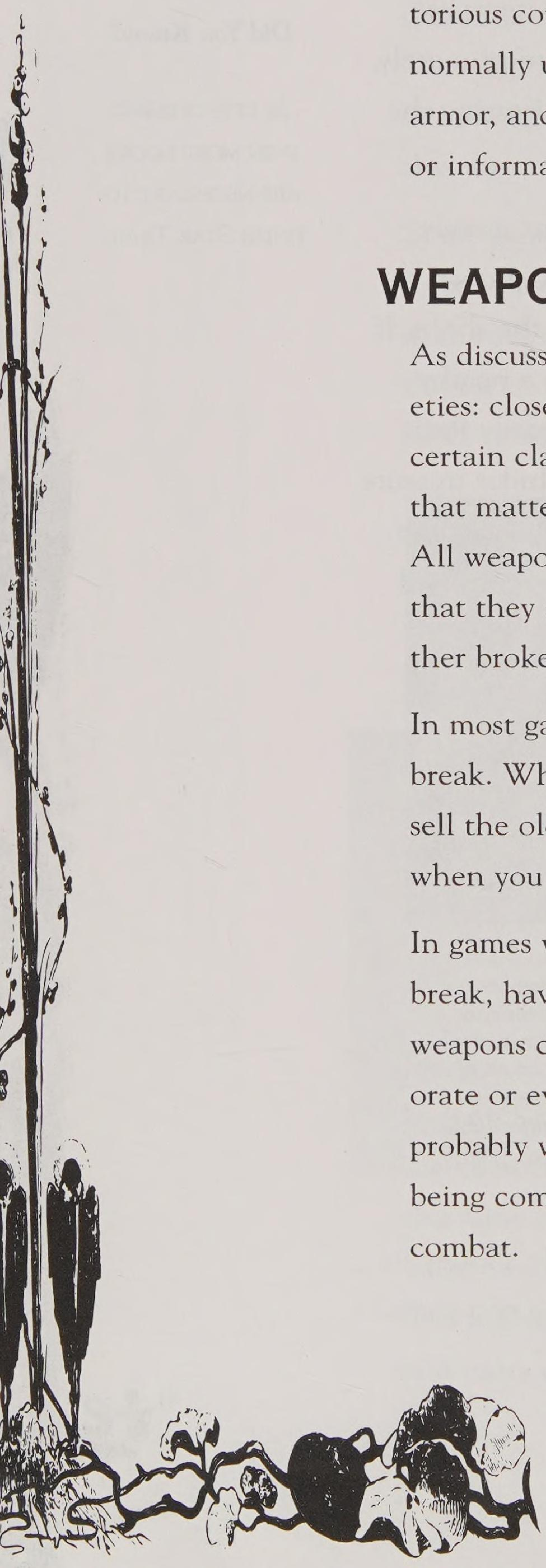
Once the party gets strong, money should flow from victorious combats and solving puzzles. While money is normally used to equip the RPG party with weapons, armor, and objects, it's needed in a few games for bribing or information gathering.

WEAPONS

As discussed above, weapons generally come in two varieties: close-in (melee) and ranged (distance). Only certain classes can wield some kinds of weapons, or, for that matter, wear certain armor, and use certain items. All weapons in RPGs have ratings that assess the damage that they inflict on monsters. That damage can be further broken down depending on the monster target.

In most games, weapons and armor do not deteriorate or break. When you find or buy better weapons and armor, sell the old stuff for cash. You get half the buying price when you sell.

In games where weapons and armor do deteriorate and break, have every character that relies heavily on melee weapons carry a spare. When the weapon starts to deteriorate or even break, simply equip the spare item. This probably wastes a combat turn, but that's better than being completely weaponless for the remainder of a combat.

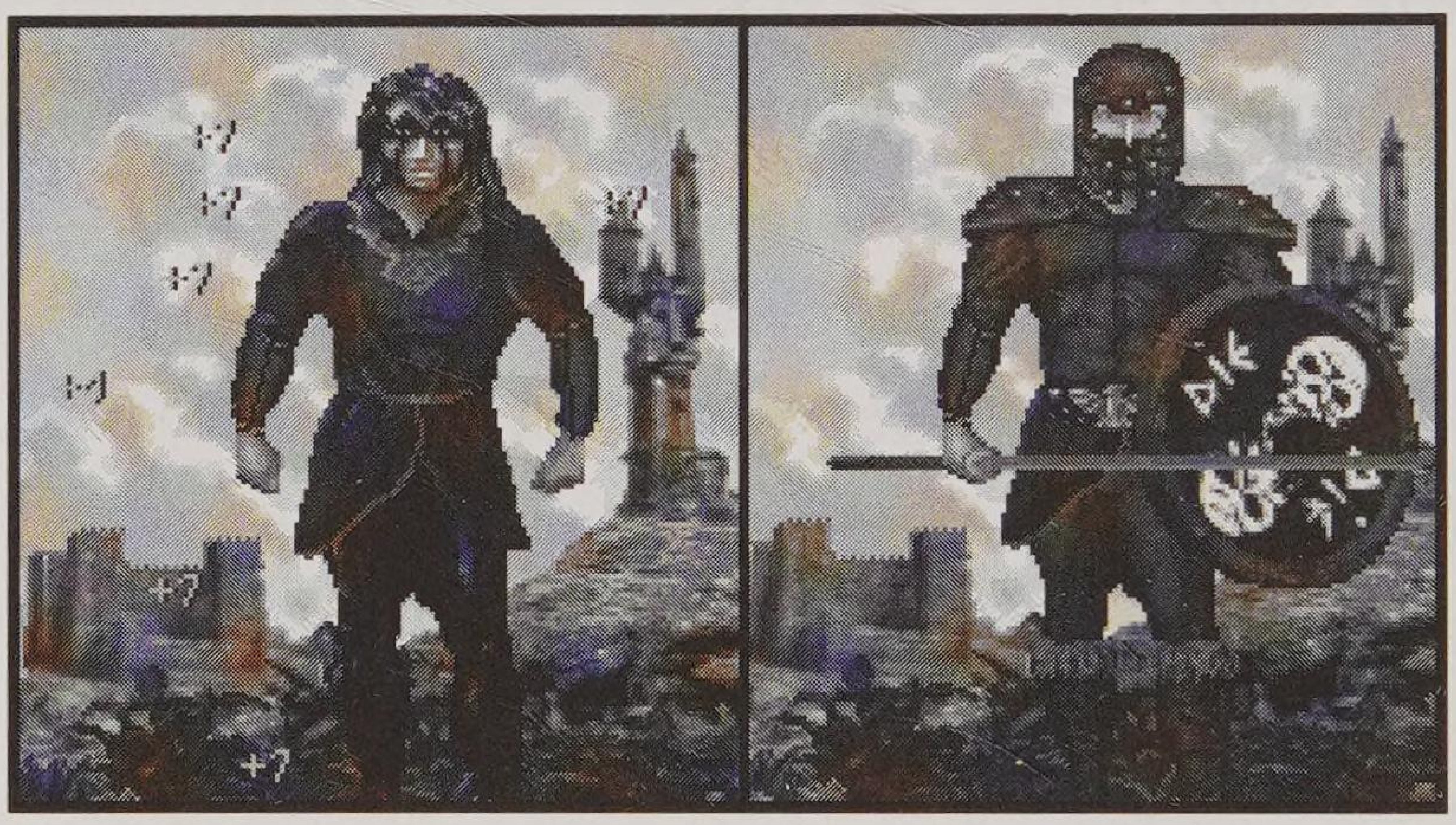


WEAPON NAMES

Baffled by exotic weapon names? You've probably discovered that many of them aren't listed in standard dictionaries. Here are some of the more obscure weapons you're likely to see in an RPG, and what exactly each weapon is.

WEAPONS	WHAT THE HECK THAT MEANS
Arablest	Crossbow, a cut above the norm.
Claymore	Large-hilted Scottish medieval sword.
Cudgel	Club.
Dirk	Throwing dagger.
Double Axe	Back-to-back axes on a single staff.
Gauche	Small dagger.
Gladius	Sword reminiscent of that used by Spartacus.
Halberd	Large and powerful wooden stick.
Hammer	Weapon for smashing heads, no nails.
Katana	Sword used by Richard Chamberlain in Shogun.
Katar	Really weird-looking dagger from the Middle East.
Main Gauche	Large dagger. Also known as a sword catcher because fencers use them in their secondary hand to parry and capture their opponent's blades.
Scimitar	Curved long sword used by Arabian Nights types.
Scottish Dirk	Throwing dagger with argyle markings on hilt.

WEAPONS	WHAT THE HECK THAT MEANS
Tachi	Sword used by Richard Chamberlain in Shogun.
Tanto	Dagger used by Richard Chamberlain in Shogun.
Trollsbane	An axe.



Fuff, an Arena character, before and after equipping. The advantages of equipping your weapons and armor is self-evident.

EQUIPPING THE BACK RANK

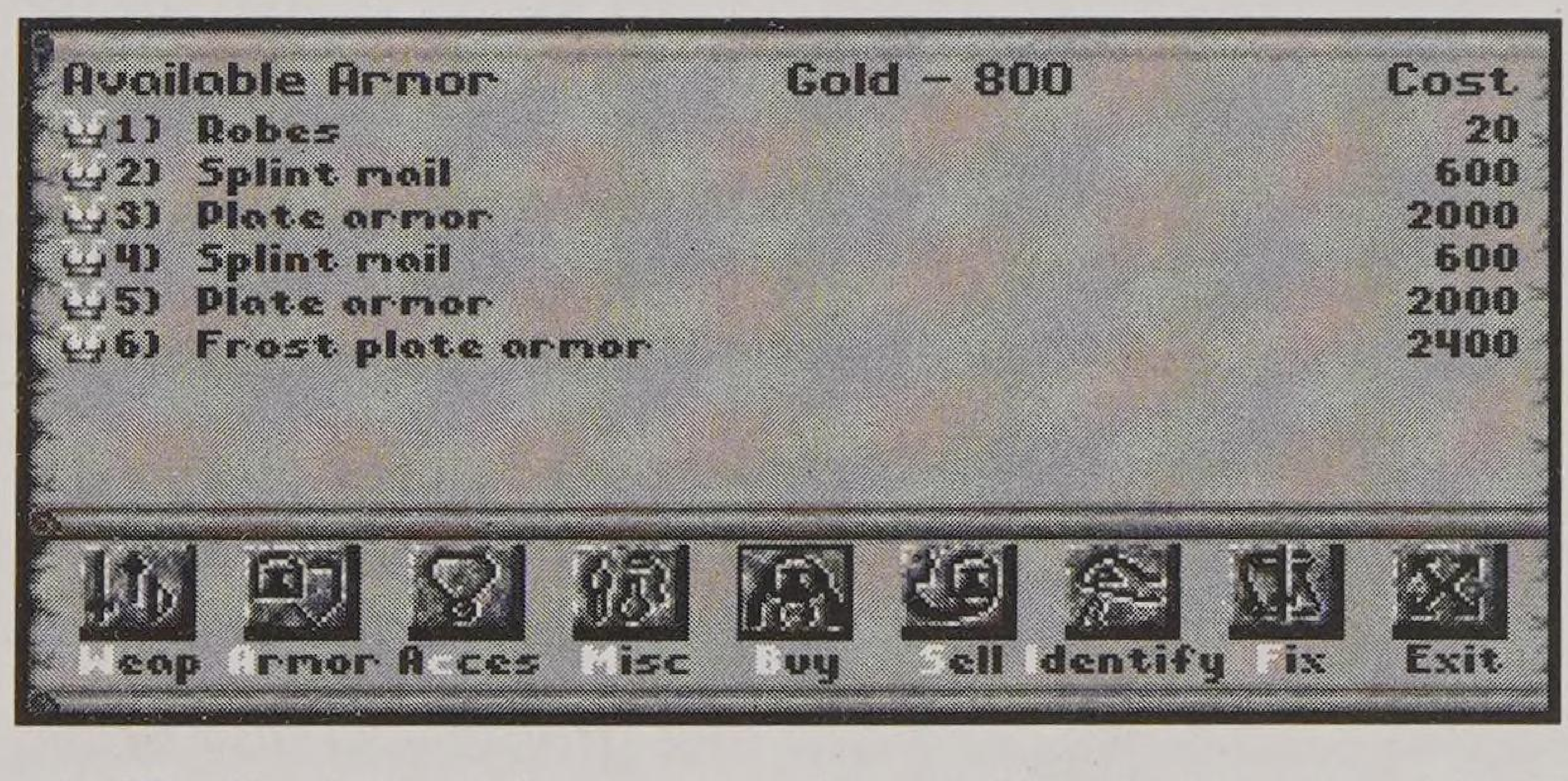
Characters in the rear of the party should be equipped with weapons that can be thrown, fired, or used from a distance. The following list should give you some ideas.

MISSILE AND THROWN	HAND-HELD
Bow and Arrow	Halberd
Sling and Stones	Polearm

MISSILE AND THROWN	HAND-HELD
Crossbow and Bolts	Axe (2-handed)
Hammer	Whip
Morningstar	Scythe
Shuriken	
Dagger	
Rock	
Stone	

ARMOR

Armor protects. Period. The more valuable the armor, the more the character is protected. Heavy armor protects more—but weights more, and therefore reduces the agility or dexterity of the wearer. If you put armor that's too heavy on a light character, they become so weighed down they're not good for much but ballast.



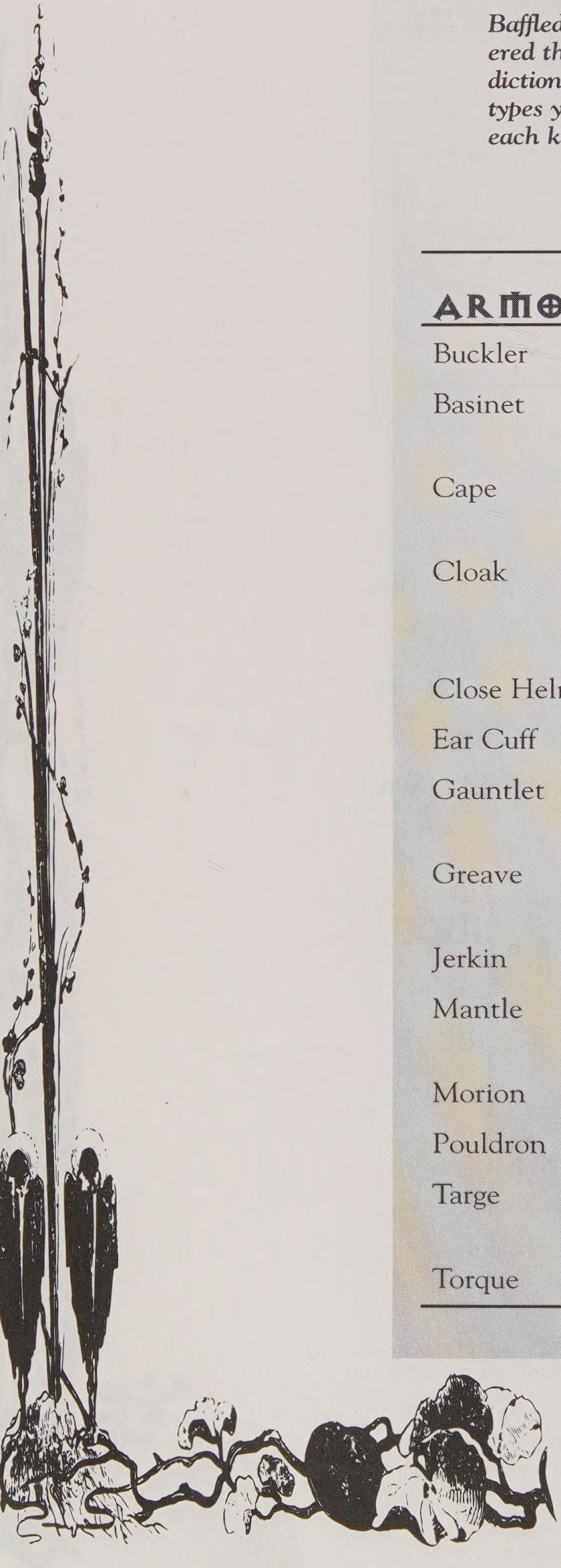
```
Available Armor              Gold - 800        Cost
1) Robes                                         20
2) Splint mail                                  600
3) Plate armor                                 2000
4) Splint mail                                  600
5) Plate armor                                 2000
6) Frost plate armor                           2400
```

The World of Xeen's Armor store has a wide selection at varying prices.

ARMOR NAMES

Baffled by exotic armor names? You've probably discovered that many of them aren't listed in standard dictionaries. Here are some of the more obscure armor types you're likely to see in an RPG, and what exactly each kind of armor is.

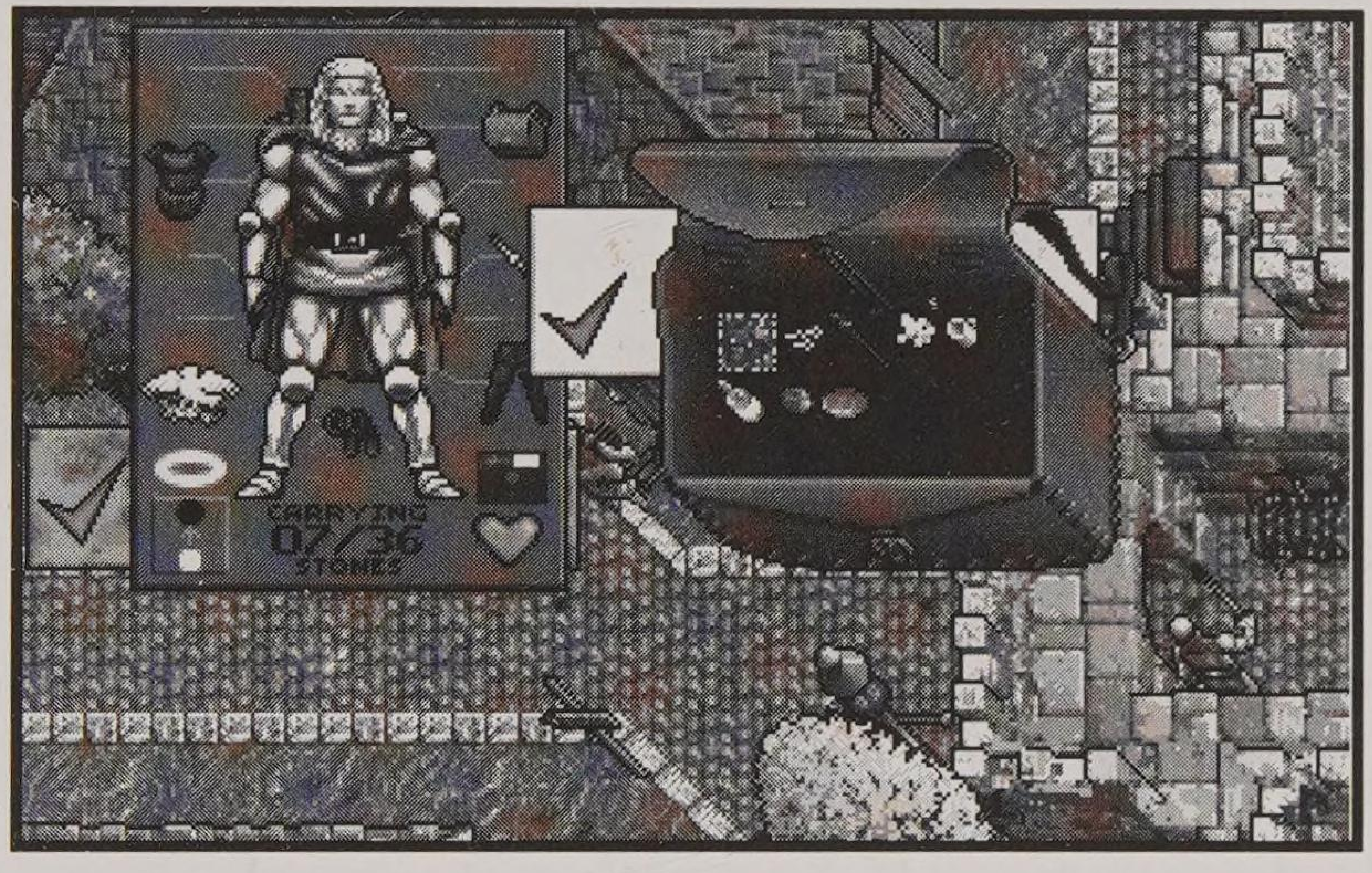
ARMOR	WHAT THE HECK THAT IS
Buckler	Shield affording little protection.
Basinet	Cast-iron helmet with visor, or a baby's trundle bed (oops, no second *s*).
Cape	Provides protection for the back to almost no degree.
Cloak	Provides protection for the back a little better because it has a little cowl-type article around the neck.
Close Helmet	Tight-fitting helmet.
Ear Cuff	Earring for male characters.
Gauntlet	Glove, usually made of chain mail, leather, and a doily.
Greave	Armor for the lower leg (knee to ankle).
Jerkin	Chest armor of limited help.
Mantle	Thin-skinned chest and arm protection from the weather.
Morion	Wide-brimmed helmet.
Pouldron	Lower arm protection.
Targe	Shield with a short bayonet in its center.
Torque	Arm bracelet.



ARTIFACTS

All RPGs require the player to find and then use important objects at key junctures in the game. The party and its individual members carry and control these packs, commonly called the player's inventory.

You should really look at these accessories as substitutions for the more common weapons and spells.



Ultima VII's inventory screen.

Some games cause fits by providing only a limited number of slots, spaces, or room for objects. What is an RPG gamer to do when a super sword has been found, but there's no room in the inventory for it? First, see if you have a caretaker (see the section immediately following).

If that doesn't help, you need to drop something. If the game you're playing lets the party drop and retrieve items, look for safe spots where monsters can't grab items you leave behind.

RPG FACT

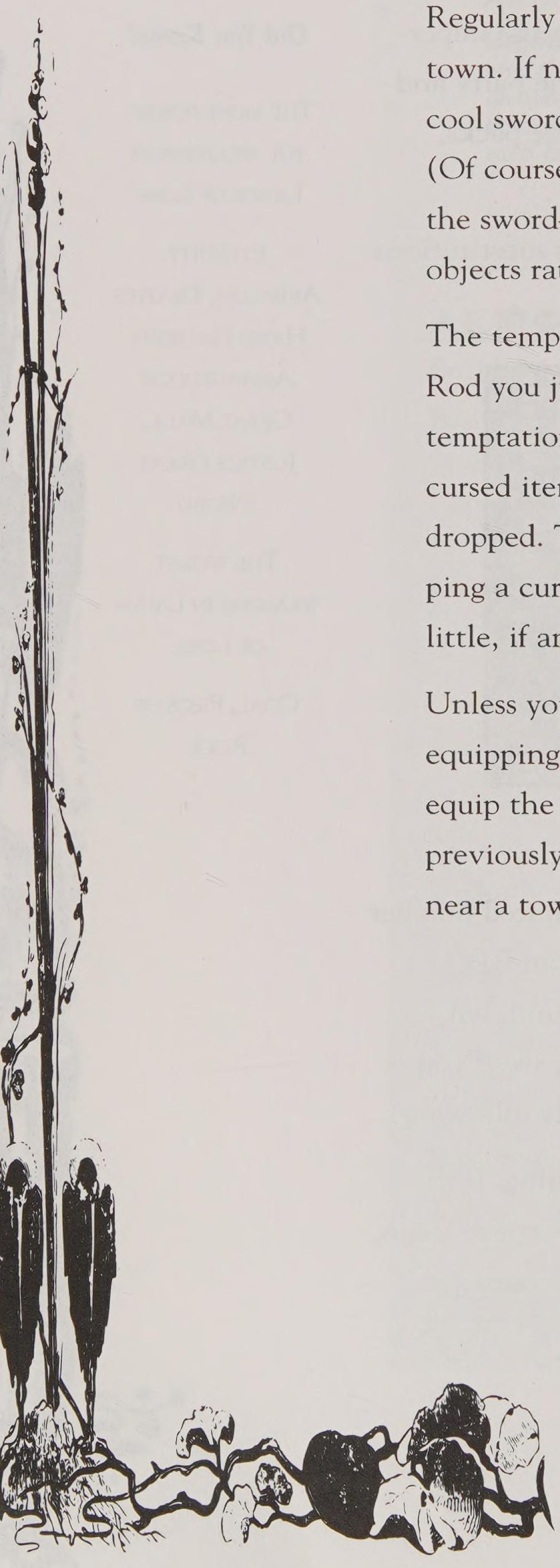
Did You Know?

The most powerful weapons in Lands of Lore:

Eternity Arbalest, Death's Hand Halberd, Armageddon Great Maul, Justice Great Sword

The worst weapons in Lands of Lore:

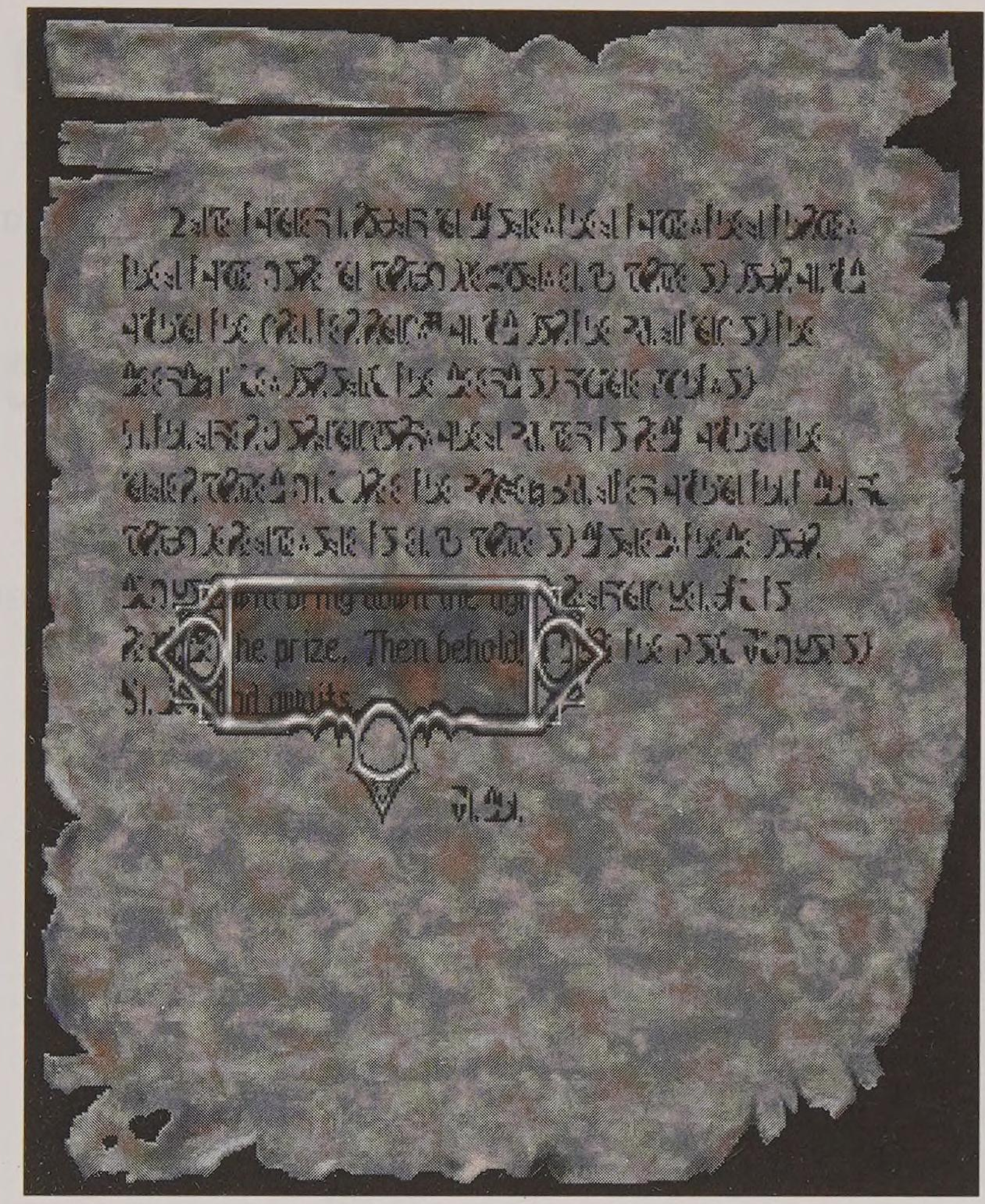
Coal, Piece of Rock



You and your companions can only carry so much. Regularly sell off unneeded items when you reach a town. If not, you may find yourself unable to pick up that cool sword in the darkest region of a forbidding cave. (Of course, at that point you can drop something to get the sword—but wouldn't you rather profit from the objects rather than abandoning them?)

The temptation to equip the new Sonic Ring or Blood Rod you just found can be overwhelming. Resist the temptation. Some items are cursed. When equipped, cursed items stick to you like glue and cannot be dropped. There's nothing more discouraging than equipping a cursed sword and being attacked. Cursed items do little, if any damage.

Unless you're certain an item is uncursed from previously equipping it, wait until you have saved the game. Then, equip the new item. If the new item is cursed, restore the previously saved game. Of course, if you are rich and near a town, you can pay a curse-lifter to lift the curse.



This magnifying glass in Ravenloft: Strahd's Possession is needed to finish the game.

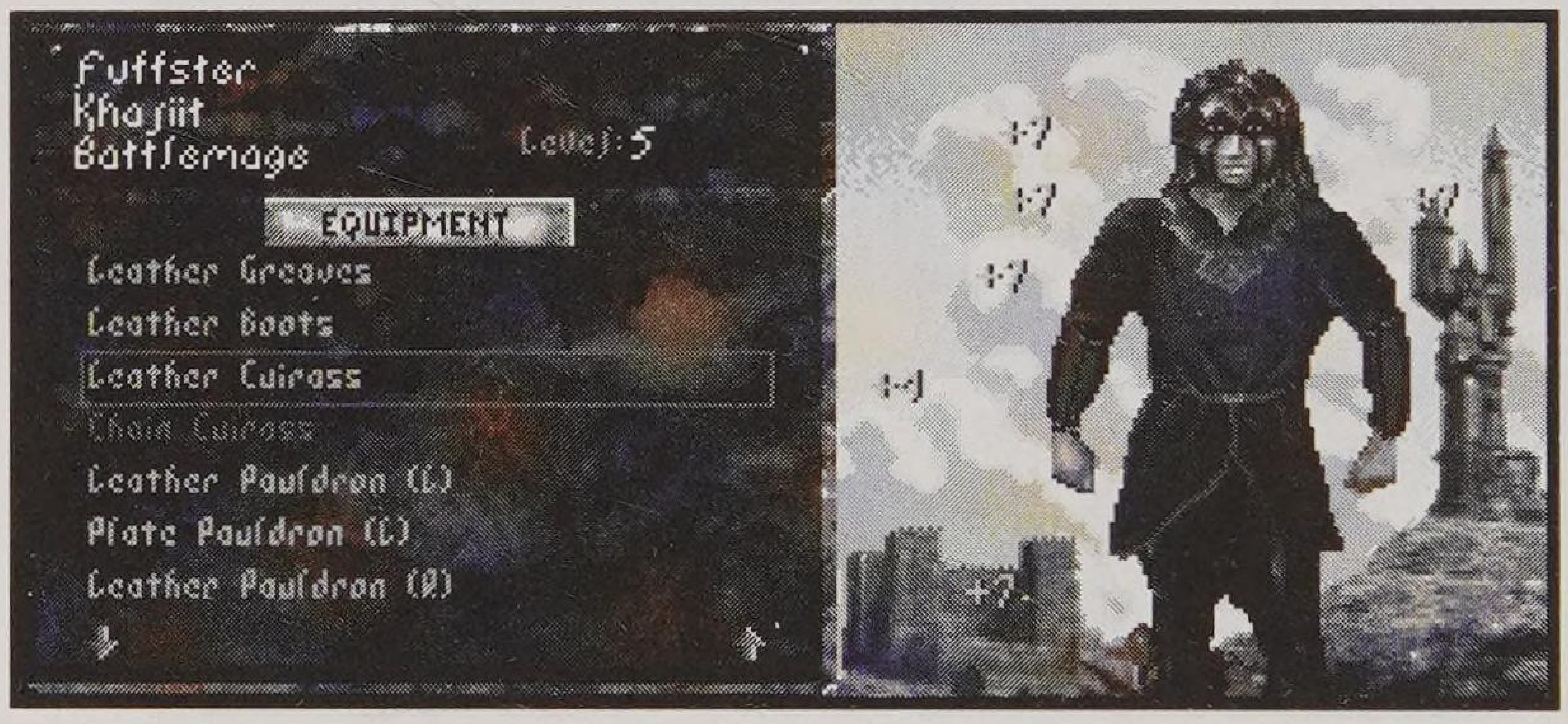
After the curse is lifted, be sure to equip new weapons or armor to take its place. Forgetting to do this could be disastrous. Facing a powerful monster barehanded is hazardous to your health! (Remember, weapons ordinarily can't be equipped during combat!)

Magic potions usually come in colors. Red and orange ones usually help, but beware of black and purple ones.

CARETAKERS

In Chapter 1 we talked about creating spare characters to transfer their valuables for the benefit of real party members. If you wish to soothe the feelings of characters treated so shabbily, make them living, breathing storage bins.

During exploration and adventuring, the party quickly fills up inventory slots. Pretty soon, the party has to start selecting inventory items to discard.


Fuffster
Khajiit
Battlemage
Level: 5
EQUIPMENT
Leather Greaves
Leather Boots
Leather Cuirass
Chain Cuirass
Leather Pauldron (L)
Plate Pauldron (L)
Leather Pauldron (R)
+7
+7
+7
+7
+4
+7

Fuffster's inventory looks pretty robust in Arena.

When inventory capacity reaches critical mass, return to the friendly confines of a game's inn. Add a despoiled character to the party and hand him, her, or it items you think you may need later but have no room for.

CHEATS

COPYING FILES

Some RPGs afford the player only a few slots to save games. Limited save game opportunities are a gamer's misfortune. Believe it or not, DOS, or whatever operating system you use to copy files from one location to another, can come to your rescue. It works something like this:

- Completely back up the game, either to another location on your hard drive, or spanned over floppies. The universal standard file compression program, PKZip, even enables you to compress an entire game's directory, preserving subdirectories, over several disks. This protects against accidents resulting from attempts to increase the number of save games.
- Identify the files used to store save game information. Search the directory where the game files are stored. Check for file extensions like *.Sav. Sometimes each save is stored in a separate directory. If you can't identify the save game files, call the game publisher or go online. There's nothing illegal

or villainous about this. Many online services actually let users upload save game files for download by anyone playing that particular game.

- Using the DOS Copy command, copy your save games to another spot. Go back to the game and save games over the ones you copy. Do this as many times as you like. I've always felt 10 save games is the absolute minimum for a typical big-time RPG. Don't copy your most recent or best save game, because that's the save game you're most likely to restore when you resume play.

PROGRAMMED CHEATS AND EASTER EGGS

Programmed cheats are commands that bring up special menus or features not covered in the game manual.

Lord British took this authorized cheating genre to new heights. By booting Ultima VI with a special command, the player is able to access a special menu that enables the gaining of any item or instant teleportation to any part of the game's world. These codes were widely disseminated through the gaming press and on the public networks.

Following this lead, other game companies left in programming tools that provided never before available power to players.

Easter eggs are very special events that the game's programmers have left in to reward the resourceful and clever gamer. These are the gamers that spend a lot of time trying many different keypress combinations to see exactly what peculiar results might occur. If luck is on their side, gamers might find special cut scenes, musical interludes, or an object found nowhere else in the game.

PERIODICALS, ONLINE SERVICES, AND USERS GROUPS

While respected magazines and online services may object to my including them in a cheating chapter, the fact remains that they are prime sources for information and support for game players. Certain magazines are essentially tip pools, and readers purchase and employ the magazines solely for this purpose.

The "60 Minutes" of computer game publications is *Computer Gaming World*. Currently, there are a dozen magazines devoted solely to computer gaming. Some specialize in CD-ROM only, others appeal to the arcade gamer, and still others concentrate on the technical aspects of the genre.

The major online services include CompuServe, America Online, GEnie, and several others. The incredible growth of the Internet and other communication networks have provided yet a further source for gamers seeking

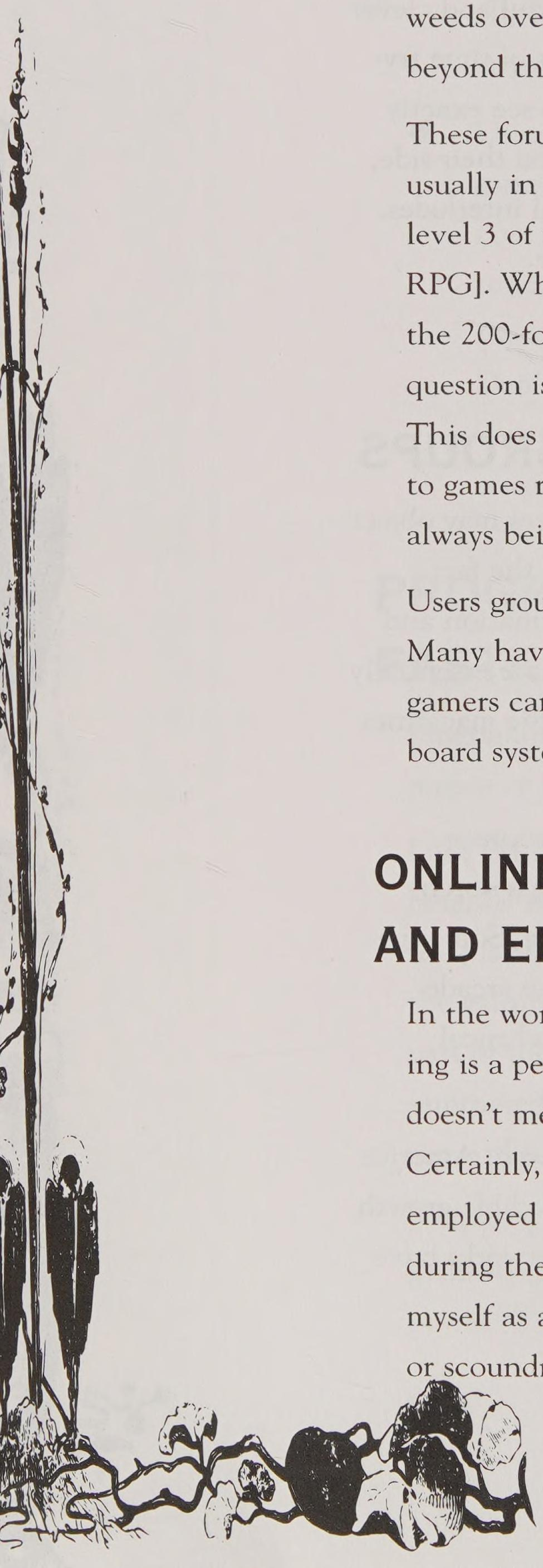
knowledge and help. RPGs online have sprung up like weeds over the last couple of years, but discussing them is beyond the scope of this book.

These forums permit constant interplay between games, usually in the form of: "Hi, my name is Ron. I'm stuck on level 3 of the Dungeon of Death in [fill in name of RPG]. What's the answer to the riddle given to me by the 200-foot lizard? Thanks." Usually, within hours, the question is answered and Ron can go on his merry way. This does not only apply to current, hot games, but also to games released many years before, for good games are always being played by trusty RPGers.

Users groups are a wonderful way for gamers to interact. Many have special interest groups, called SIGs, where gamers can meet and interact over the group's bulletin board system.

ONLINE RPG CHEAT PROGRAMS AND EDITORS

In the wonderful world of RPG computer games, cheating is a perfectly acceptable and expected practice. This doesn't mean that gamers are not to be trusted. Certainly, cheating is an ugly word, except when employed in the RPG context. I admit to having cheated during the playing of certain RPGs, but don't think of myself as an impostor, phony, conniver, charlatan, fraud, or scoundrel, common expressions for one who cheats.



RPG games are now so gigantic and elaborate in storyline, strategy, and time to play that a little boost once in a while is very helpful. Arena has over three million separate locations, and some RPGs have thousands of lines of text. Character progress and improvement can be very slow in some games, requiring wasted hours of endless monster-whomping in mind-numbing repetition.

Enter the resourceful computer gamer/hacker. These individuals program lots of game editors, character enhancers, and money cheats. Anything that would instantly boost the chances of winning your favorite RPG has probably been the target of a cheat programmer.

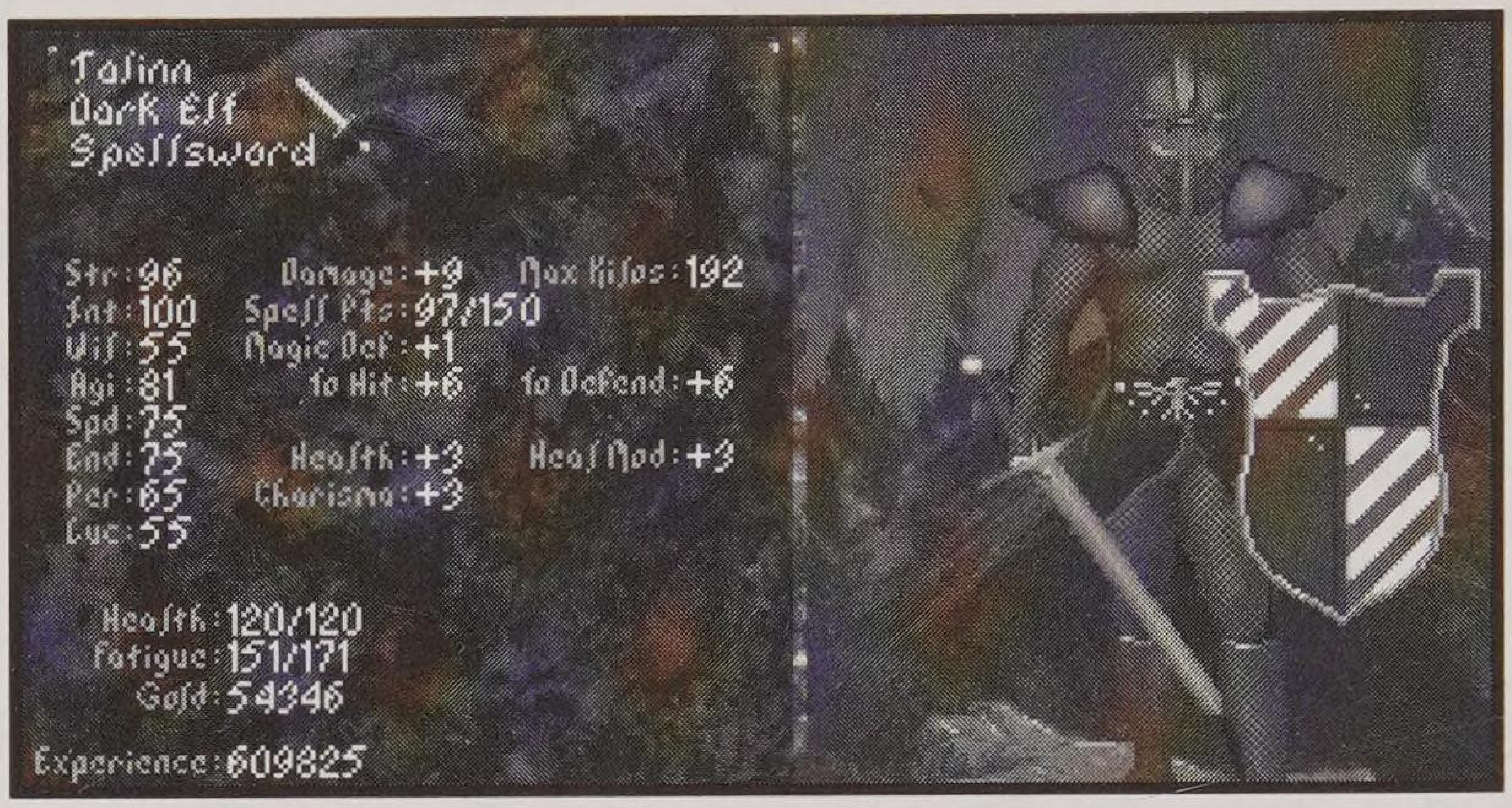
Public online services, like America Online, CompuServe, and GEnie have extensive libraries filled with gaming cheat programs and character editors. The following section takes some of the games walked through in the latter portion of the book and discloses the kind of online freeware/shareware programs that were available in a two-month period from April–May 1995. Remember that some of these programs are shareware. You may try them out free, but if you keep them, please pay the author.

Most authors of these programs are responsible and warn gamers that backups of game files should be made before you run the cheats. The gamer who uses one of these programs to alter original game files is taking a dreadful risk. Don't wipe out 50 hours of hard work without backing up!

RPG FACT

Did You Know?

MEN/ZO/BER/RAN/ZAN IS THE MOST DIFFICULT RPG GAME TITLE TO PRONOUNCE!



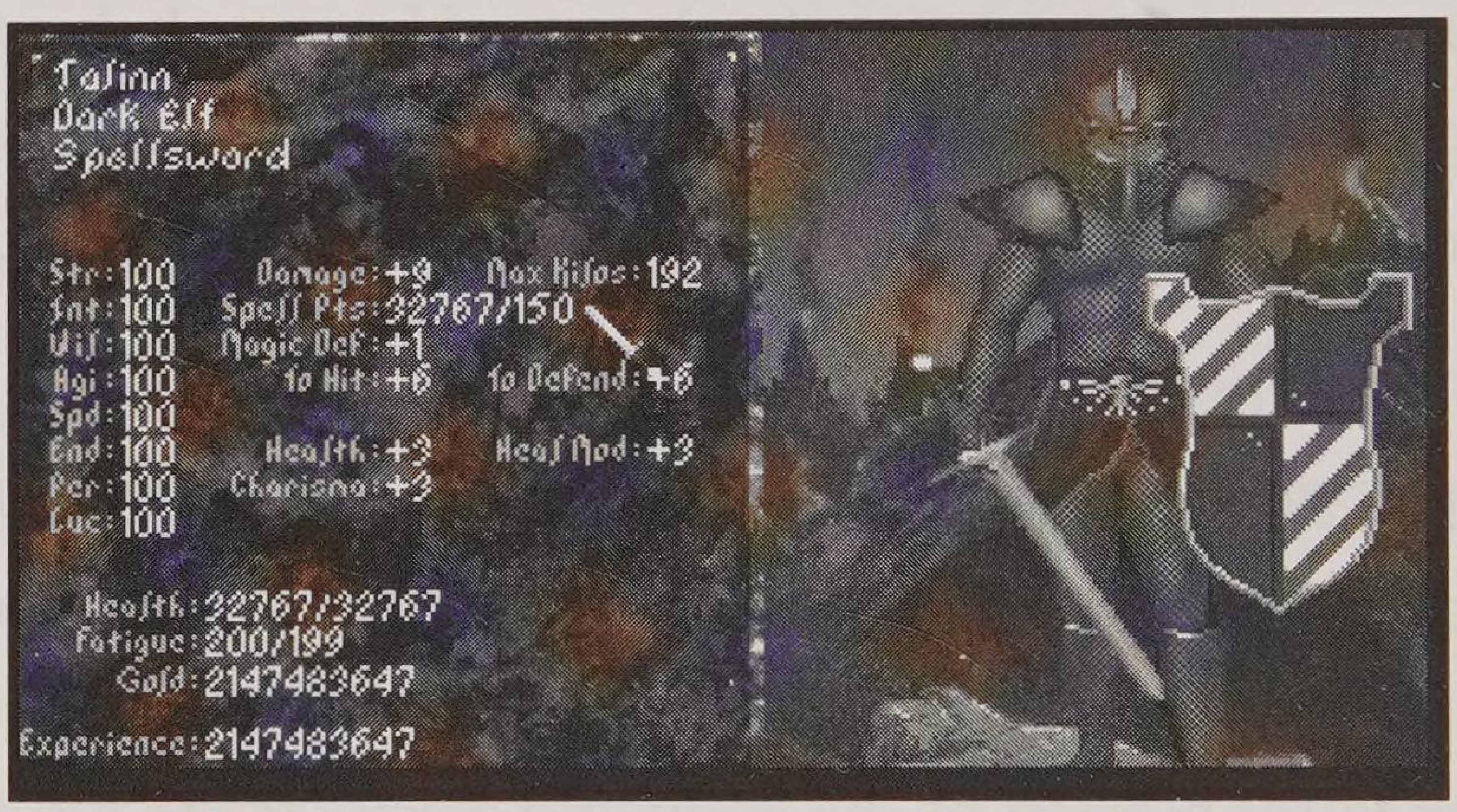
```
Talinn
Dark Elf
Spellsword

Str:96     Damage:+9      Max Kilos:192
Int:100  Spell Pts:97/150
Wil:55   Magic Def:+1
Agi:81        To Hit:+6   To Defend:+6
Spd:75
End:75       Health:+3     Heal Mod:+3
Per:65     Charisma:+3
Luc:55

   Health:120/120
  Fatigue:151/171
     Gold:54346

Experience:609825
```

Talinn, an Arena character, before using a cheat program editor.



```
Talinn
Dark Elf
Spellsword

Str:100    Damage:+9     Max Kilos:192
Int:100  Spell Pts:32767/150
Wil:100  Magic Def:+1
Agi:100       To Hit:+6   To Defend:+6
Spd:100
End:100      Health:+3     Heal Mod:+3
Per:100    Charisma:+3
Luc:100

   Health:32767/32767
  Fatigue:200/199
     Gold:2147483647

Experience:2147483647
```

Callinn after using the cheat program editor. Quite a difference!

The Ravenloft series has attracted lots of attention. Complete automaps are available. Look for a menu-driven save game editor that can change attributes, hit points, names, armor class, and experience points.

A full-featured character editor for Arena can be used to edit character race, level, gender, name, temporary stats, permanent stats, current health, max health, current fatigue, current spell points, experience, and gold. This powerful editor can even edit all 10 save-game files.

Several files offer the gamer save game files with characters at various stages of the game, and a powerful starting character. Arena's riddles are completely answered in another file. Complete information about artifacts and tips on playing different characters are also offered.

Similar programs can train and enhance characters in both Ultima Underworlds, Eye of the Beholder III, Crusaders of the Dark Savant, and Bane of the Cosmic Forge. A Clouds of Xeen cheat file gives the novice player instant teleportation, food, and unlimited hit and spell points.

There's even a program that does nothing more than replenish lantern need in Lands of Lore. A Realms of Arkania cheat and equipment list is available. A Betrayal at Krondor character edit can change absolutely anything in the game. A slew of cheat programs for Ultima VIII are available. A Star Trail party editor even lets you change attributes of the characters.

Check out a program to help you solve word puzzles by finding single and multiple word anagrams from an 80,000+ word dictionary! Want to go right to the final battle in Menzoberranzan? A save game file takes you right there! Finally, a few enterprising gamers occasionally upload game walkthroughs.

Well, you get the idea. These huge databases change daily as millions of computer gamers put their noses to the grindstone and come up with these beneficial programs.

TECHNICAL STRATEGIES

Modern games have taken advantage of the giant technological improvements in computer technology. This is especially true with RPGs, traditionally the most complex and time-consuming games to produce.

Recent gaming magazines and bulletin boards are absolutely filled with articles and talk about the technical aspects of gaming. Gone are the good old days when you just bought a game, stuck the disk in the disk drive, and booted the computer. The biggest problem in those days was whether to purchase a second disk drive for games that had expanded over the limits of a single floppy disk.

CHANGING LABELS

One of the best ways to illustrate the differences in computer games of bygone days and the current epoch is to compare lables old and new.

The side panel on the boxes of older games probably reads something like: For IBM PCs and compatibles.

If you've bought a game recently, this label (taken from an actual box) will not look unfamiliar:

Requires Hard Drive, CD-ROM & Mouse, 386/33 MHz required, 486/50 recommended, 4 MB of RAM required, VGA card required, Requires DOS ver. 5.0 or higher, Requires CD driver MSC.DEX ver 2.2, Minimum CD-ROM requirements: 150 KB data transfer rate, 350 ms access time, Uncompressed Hard Drive recommended, Sound: Sound Blaster Family.....

Because of this kind of high-end computer power necessity, RPG gamers have had to upgrade or purchase new computers just to play their favorite games. In fact, installation cards that used to be included in game boxes have been replaced by installation mini-manuals.

Gamers now have to become technical experts to get games running. The dreaded term "memory" has become the gamer's watchword. Many an RPG has crawled along at a snail's pace because I failed to allocate memory properly.

GOOD MORNING—TECHNICAL SUPPORT?

All game publishers have set up technical support phone lines, similar to the lines available for users of serious products. This is the best source for help. Unfortunately, particularly in the case of popular RPGs, lines can be

busy, wait times long—and long distance charges expensive.

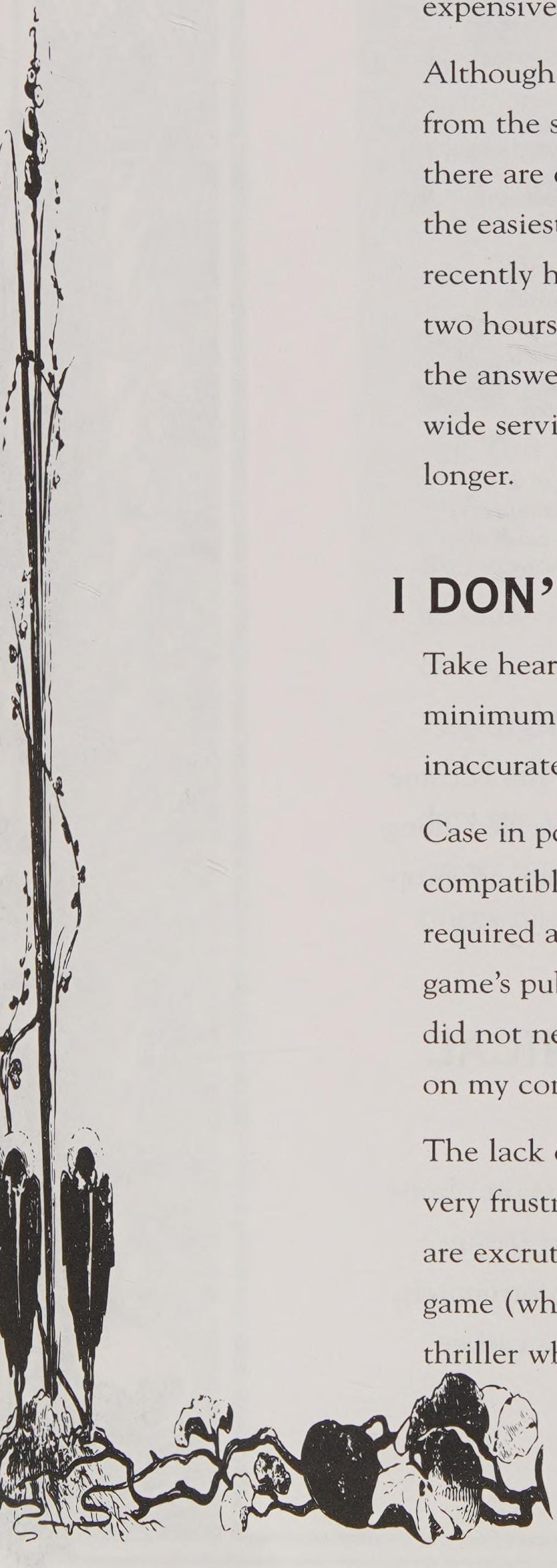
Although you can forget about getting technical help from the software store where the game was purchased, there are other support places. The online services are the easiest to use, and generate the quickest responses. I recently had trouble installing a hot new game. Within two hours of asking for help via a popular online service, the answer was there. The Internet and similar worldwide services are very helpful, but answers can take much longer.

I DON'T WANT A PENTIUM

Take heart: Sometimes the box statements relating to minimum storage capacity and memory requirements are inaccurate.

Case in point. When I was playing RPGs on an IBM-compatible 486-SX33 computer, a game I really wanted required a 486-DX 50. On a whim, I contacted the game's publisher, and I was told that, because the game did not need a math co-processor, it would run just fine on my computer.

The lack of enough power to run some games can be very frustrating for the RPG player. The consequences are excrutiatingly slow speed. I remember during one game (which shall remain nameless) reading a spy thriller while I waited for screen changes.



Many games provide, but do not emphasize, the ability to toggle many of the graphics and sound features. Disabling highly detailed graphics or complex sounds makes any game run faster. The increased speed more than makes up for the loss of those hi-tech graphics and sounds that increased the price of the game to a zillion dollars!

RPG FACT

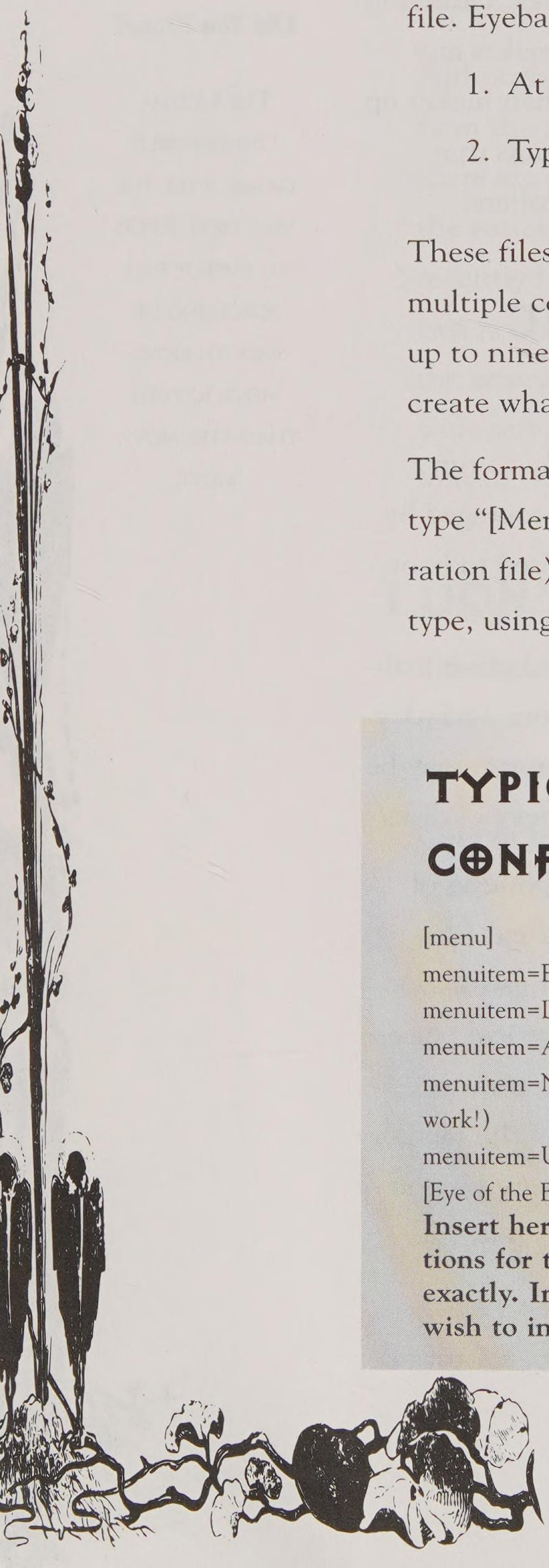
Did You Know?

The Ultima Underworld games were the very first RPGs to employ free scrolling or smooth movement, rather than step movement.

CONFIG WHAT? AUTOEXEC WHAT?

Many of you have created so-called boot disks to run computer games. This is a new technique encouraged by computer game manuals. A separate disk is used to boot your computer. The disks usually work, and completely blow away any memory-hogging programs and other utilities that you have grown accustomed to in your everyday work. Now, that sounds good, unless, like me, you may be playing several RPGs at a time. You need a bevy of disks.

The plain solution? Excuse my momentary spouting of some technical jargon. There are two simple text files that prepare a booted MS-DOS computer for use, including assigning the proper memory to those mystical places deep in the bowels of the console. Config.sys and Autoexec.bat are becoming the battle cries of the memory -challenged RPG gamer. Believe it or not, every version of the DOS operating system most computers now run (6.0 and higher) can provide salvation.



The name of this wonder is the multiple configuration file. Eyeball your Config.sys and Autoexec.bat files.

1. At the DOS "C:\" type "Edit Config.sys".
2. Type "Edit Autoexec.bat".

These files appear on every boot disk you create. All the multiple configuration file does is give you an option of up to nine different Config.sys files. I have used this to create what I call hard disk boot disks for games.

The format is simple. On line 1 of the Config.sys file type "[Menu]", then "Menuitem=(name of game configuration file)". The following list represents what I would type, using the names of games I'm currently playing.

TYPICAL MULTIPLE CONFIG.SYS FILE FOR GAMES

```
[menu]
menuitem=Eye of the Beholder III
menuitem=Dark Sun II
menuitem=Alien Logic
menuitem=Normal (For those times when my computer is used for serious
work!)
menuitem=Ultima VIII
[Eye of the Beholder III]
```

Insert here the customized system and memory configurations for this game. Follow manual requirements exactly. In turn, do the same for the other games you wish to include.

```
[Dark Sun II]
[Alien Logic]
[Normal]
[Ultima VIII]
```

TYPICAL AUTOEXEC.BAT FILE FOR GAMES

```
goto %config%
:Eye of the Beholder III
```

Insert here the customized system and memory configurations for this game. Follow manual requirements exactly. In turn, do the same for the other games you wish to include.

```
goto end
:Dark Sun II
:Alien Logic
:Normal
:Ultima VIII
:end
```

The next time you reboot your computer, enjoy the wide gaming choices available.

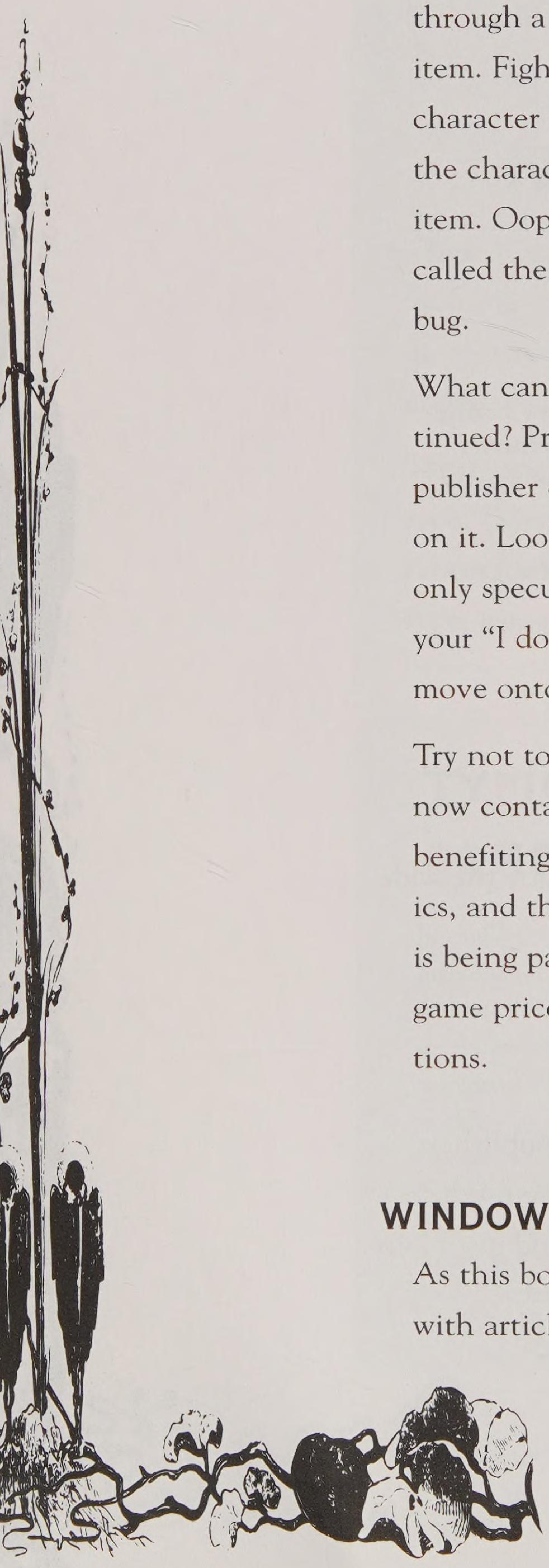
PATCHING THINGS UP

This is an imperfect world. Computer game publishers, especially RPG publishers, prematurely release products filled with crash-inducing bugs, anomalies, and just plain mistakes.

This has happened to me. I've spent hours slogging through a difficult dungeon and found an important item. Fighting my way back to the security of a game character that requested the item, I am stupefied when the character hasn't a clue as to the significance of the item. Oops! The programmers did not put in what's called the "hook," resulting in this major programming bug.

What can a player do to fix this so the game can be continued? Probably nothing. Undoubtedly, calling the game publisher elicits the following response: "We're working on it. Look for the patch in about two weeks." You can only speculate and hope that the patch arrives before your "I don't care anymore!" attitude sets in, and you move onto real life or another game.

Try not to be too harsh on the game publishers. RPGs now contain millions of lines of code. Consumers are benefiting from the resultant increase in sounds, graphics, and the size of the world to be explored. But, a price is being paid. Take solace in the fact that the normal game price is a tenth of many popular "serious" applications.



WINDOWS 95

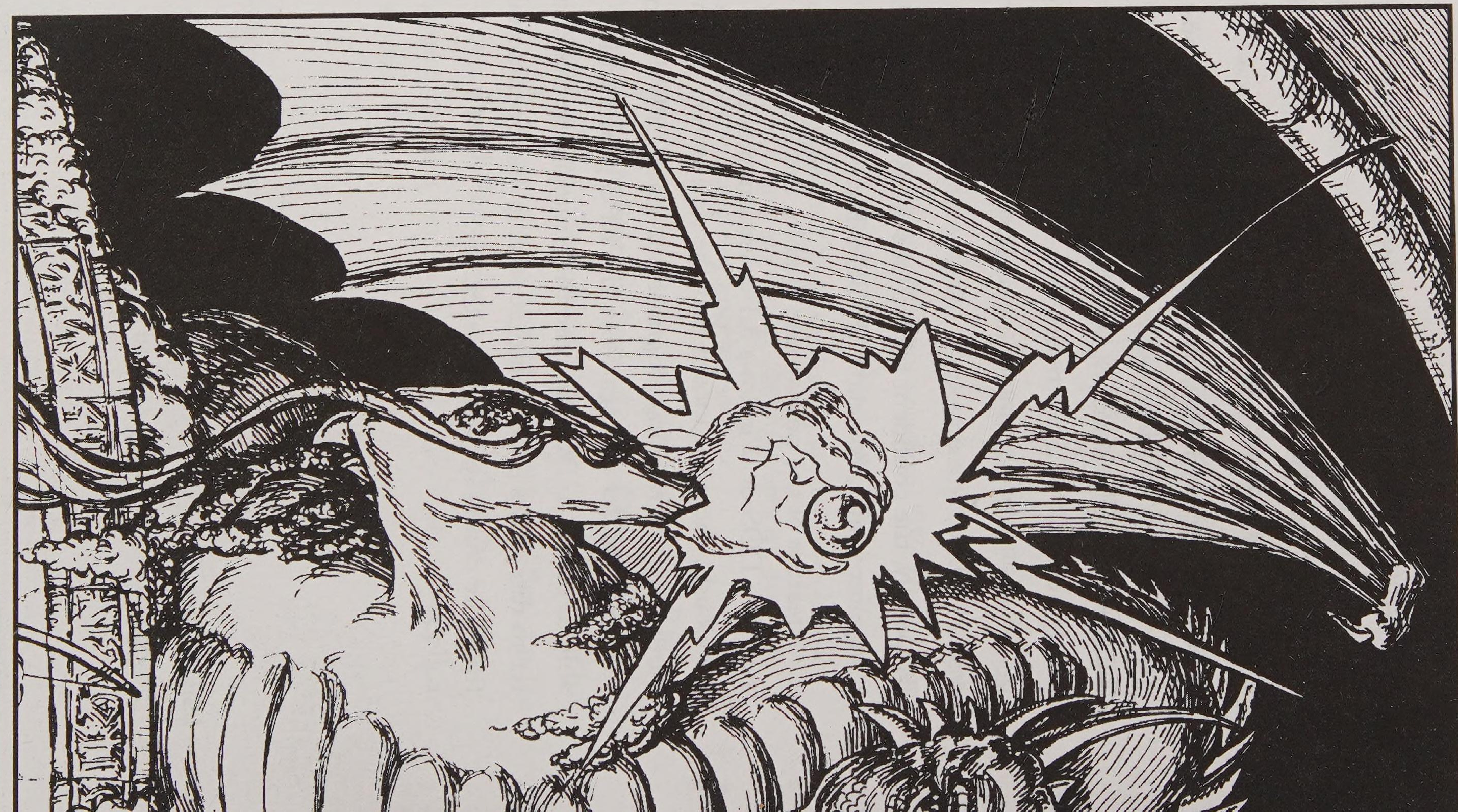
As this book goes to press, computer periodicals are filled with articles discussing Windows 95, the new Microsoft operating system for PCs. Among other things, this new operating system for PCs from Microsoft is supposed to make DOS and Windows 3.1 obsolete, and revolutionize the way users interact with their computers.

The gaming press has mirrored Microsoft's predictions that Windows 95 will completely change the way PCs handle games. Presumably, Windows 95 will eliminate the kludginess and inconvenience that have hallmarked the installation and running of games under the "old" operating systems.

Hopefully, the confident predictions for Windows 95 and computer games, especially RPGs, will come to pass.

One feature of the new system enables the PC user to revert to DOS or Windows 3.1 environments at will. Obviously, there is concern that the new system may not easily adapt to running programs not specifically designed to operate under it. Regardless, the RPG gamer will be able to return to DOS and use the strategies in this chapter to run games under multiple startup and operational files, like config.sys and autoexec.bat.

PART II



INTRODUCTION

For the first time ever, industry designers, experts and reknowned players have gathered together to reveal their secrets. In Part II you'll hear from:

THE DESIGNERS:

- D. W. Bradley—designer of Wizardry V, VI, and VII
- Richard Garriott (Lord British)—creator and designer of Ultima I through VIII
- Chris Straka—designer of The Summoning, Veil of Darkness, the Ravenloft series, and Menzoberranzan

THE EXPERT GAMERS:

- Roe R. Adams III—holder of 42 national first solve titles
- Scorpia—*Computer Gaming World*'s Adventure Game Editor, and GEnie and Delphi's head gaming system operator
- Peter Spear—best-selling author of strategy guides, including *The King's Quest Companion* and *Return to Zork*

LEGENDARY CREATORS AND DESIGNERS

D. W. BRADLEY

BACKGROUND

After designing and programming Parthian Kings, one of Avalon Hill's early, popular strategy computer games for the Apple II, D. W. went on to bring Wizardry's V, VI, and VII into being. He's now working on CyberMage, a first-person superhero game for Origin that focuses on lots of fun and palm-sweating situations.

His games have always been designed to let the gamer play the way he/she wants, not the way the author or designer intended. D. W. is a game player at heart, and loves to create software with the gamer's perspective in mind.

STRATEGIES

CREATING A PARTY

The game you're playing makes a big difference in how a party is created. Always strive for a unique blend of characters when you form the party. One character is never strong enough alone to support everyone else. Always balance strength, skills, and abilities. Strength is probably the most important factor when characters are created. You need someone in the party who can survive those really tough encounters early in the game.

You should choose a team that balances out its strengths and weakness. You never want to have a group comprised completely of magic users. They'll be very weak in combat without fighters to bail them out. Try to create characters with whatever special skills the game offers. If such skills are available, the designer most likely has made those skills a valuable asset for various junctures in the game.

STARTING OUT

The player must first determine the style of the game. You never know what you'll run into until you fight the first couple of battles. If everyone is decimated, then the direct up-front approach may not be the smartest.

The beginning party should lay low and carefully decide which battles to take on initially. If you win a few right

away, that's good, but avoid overly challenging situations until characters gain a level or two. Get characters to a stage where you're no longer terrified when a monster confronts the party. Save frequently just in case you, well, don't survive.

An important first step is learning how to use magic. Always balance magic vs. swordplay. Don't use all of your spells at once, at least early on. Be conservative.

LOSING CHARACTERS

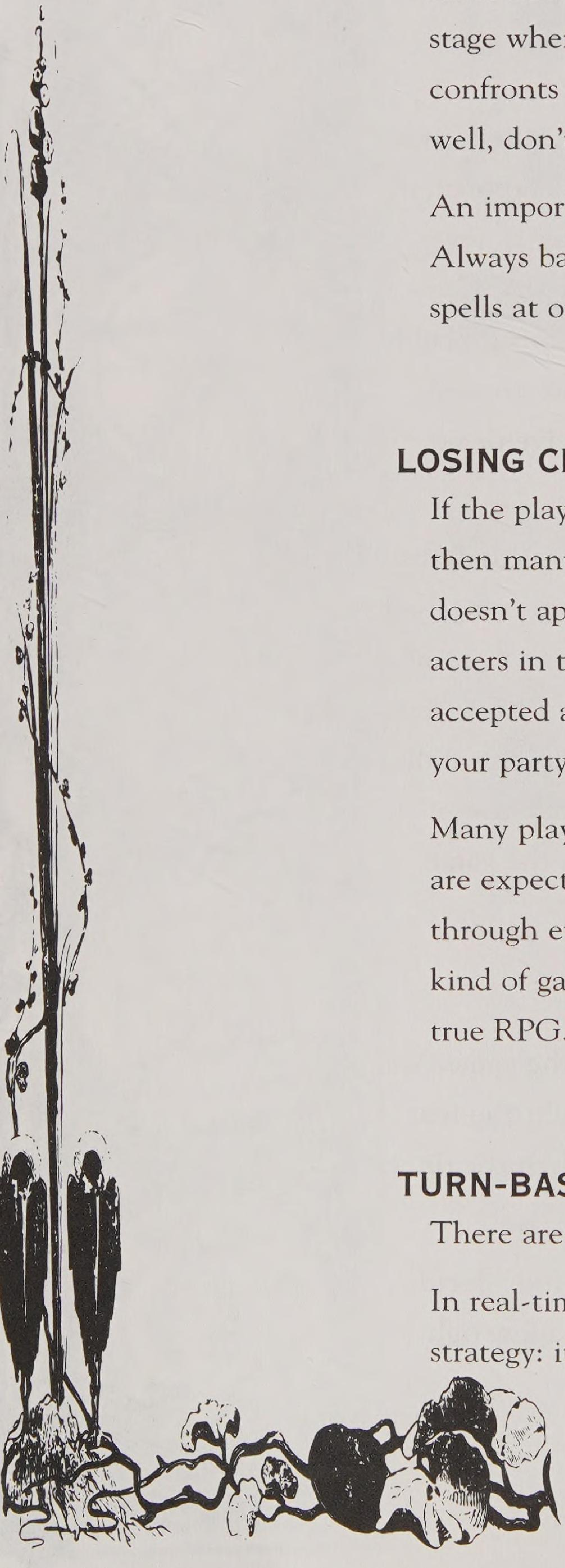
If the player loses a character in the beginning combats, then many players feel the combat was too tough. D. W. doesn't approach role-playing that way. If he loses characters in the early part of the game, that must be accepted as part of the challenge. The real key is that your party survives.

Many players hate to lose characters, but if those players are expecting the game to enable all your players to get through every battle, then you're looking at a weaker kind of game. There has to be risk, or the game's not a true RPG.

TURN-BASED VS. REAL-TIME COMBAT

There are strengths and weaknesses to both systems.

In real-time combat games there isn't nearly as much strategy: it's pure firepower. In turn-based games it's



possible to have many more variations and subtleties in your combat strategies. The players have time to think and determine what actions each character should take during the combat.

Up until the present, real-time combat RPGs have not presented the true role-playing varied options that such a game should have.

RPG FACT

ULTIMA II WAS PUBLISHED BY SIERRA ON-LINE MANY YEARS AGO. THE NAME OF THE MIGHTY SWORD NEEDED TO KILL THE ARCHVILLAIN OF THE GAME, MINAX, WAS NAMED ENILOR, OR "ONLINE" SPELLED BACKWARDS.

SOLVING PUZZLES AND RIDDLES

The degree of difficulty of puzzles and riddles is the responsibiity of their author. The mark of a great puzzle is that it totally stumps the gamer to the point of pulling hair, but when the puzzle is finally solved, the player thinks, "How could I have been so stupid!" An example follows.

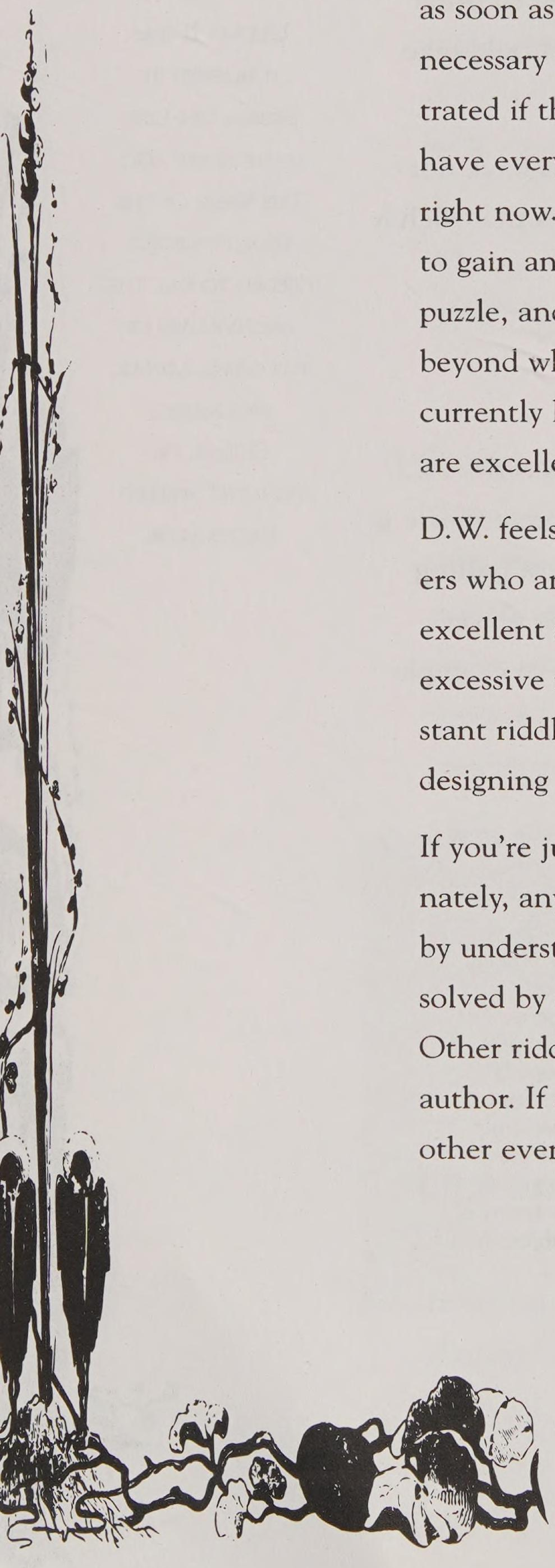
THE RIGHT KIND OF PUZZLE

In Wizardry VI, you walk into a room and see an alcove with a box that you need. When you reach for the object, it zips across the room into another alcove. You walk across the room to get it, but the same thing happens. This can go on for hours. Earlier in the game there was an unusual creature, a plant, called the gloop-gloop. If you defeated the plant,you earned gloop pulp, a sticky, glue-like substance. The player has to put the gloop-pulp into one of the alcoves. When the box flies onto the gloop-adorned alcove, it sticks and permits the player to get it. To solve this puzzle, the player needed to think in terms of what could be done to hold the constantly flying object in one place.

The most difficult part of RPG puzzle-solving is to decide as soon as possible whether you have all of the things necessary to solve the puzzle at this time. Players get frustrated if they take the view that they obviously must have everything in their inventory to solve the puzzle right now. This is a fatal assumption. Take a few minutes to gain an understanding of what's involved with the puzzle, and what you might need to solve it. Look beyond what's currently in your inventory. If nothing you currently have helps you solve the puzzle, the chances are excellent that another object is needed, so press on!

D.W. feels that multiple riddles discriminate against players who aren't quite as adept with verbal skills. Even excellent strategists may be unfairly penalized with excessive riddles in an RPG. So, D.W. doesn't use constant riddles that keep players from progressing when he's designing games.

If you're just not good at riddles, there aren't, unfortunately, any hard and fast answers. Riddles must be solved by understanding the author's style. Some riddles can be solved by consulting books on generic, standby riddles. Other riddles might be fresh from the mind of the author. If so, the riddle probably has some relation to other events taking place in the game.



RICHARD GARRIOTT (LORD BRITISH)

BACKGROUND

Richard Garriott began writing computer games in high school in 1974. Three things influenced him: computers (naturally), Tolkien's *Lord of the Rings*, and Dungeons & Dragons.

In 1980, Ultima I sold hundreds of thousands of copies. This began a pattern for the Ultimas that survives today. Ultima games continually appeal to a whole new segment of the gaming population with each incremental release. Fifteen years later, the series, now looking towards its ninth installment, survives with vigor.

Ultima II was published by Sierra Online. When he created Ultima III, Richard Garriot decided to form Origin in 1983 with his brother, Robert, who was finishing his second master's degree.

Origin receives volumes of mail every day. Richard says that the first paragraph invariably says how much the writer enjoys a particular game. This is almost always followed by a page or pages of what the writer would have done differently. All criticisms, suggestions, and comments are considered, but the primary purpose of the review of mail is to watch for trends.

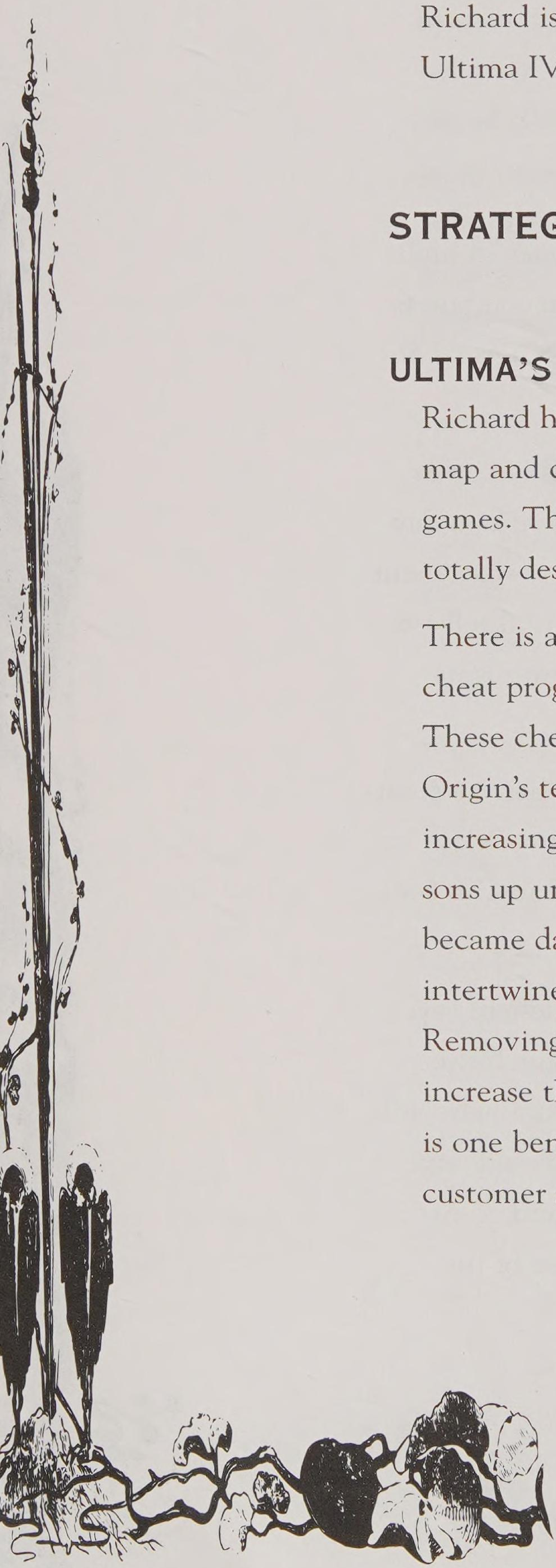
The ninth installment in the series is due out in 1996. Richard is still the creative director on all Ultimas. Ultima IV remains his all-time favorite.

STRATEGIES

ULTIMA'S BACKDOOR CHEATS

Richard has always been concerned with a player's use of map and character editors to gain advantages in his games. This is principally because such programs can be totally destructive to people's save game files.

There is a way to gain access to the master, backdoor cheat programs directly built into the later Ultimas. These cheats were programmed in the first place because Origin's testers need access to specific areas of the increasingly complicated games. Left in for testing reasons up until the final version, these backdoor programs became dangerous to remove; little bits of the code were intertwined with almost every routine of the game. Removing the cheats could result in code changes and increase the chances of bugs surfacing during play. There is one benefit to not removing them, though; they allow customer support to easily track down players' problems.



GETTING AHEAD

The first thing players seem to do wrong is to run headlong into the adventure without being well prepared.

After the first initial "joyride" into the game, Richard suggests starting over if you've mucked up. Regroup and plan ahead. RPGs have strategy overtones and your alter ego should plan ahead just as people do in real life. Build a well-provisioned party with diverse skills.

Understand the pace of the challenge you are taking on. In games that allow freedom of movement, you might be able to walk up to the front door of the game's chief villain and announce your presence. This results in being wasted early on. Players should should definitely pace the challenge.

Players have a tendency to want to see what's further ahead. Instead of stopping to thoroughly explore areas, they blow on ahead and become frustrated by not being able to progress.

Richard is an ardent supporter of automapping and annotations, game features that decrease the "unfun" factor of playing RPGs.

SOLVING PUZZLES

Ultima puzzles are based on human interaction. Copious notes should be taken, even if the game provides a mechanism that automatically records important notes in a

RPG FACT

Phantasie was the first RPG published by Strategic Simulations in the early 1980s, until then primarily a publisher of computer war games.

diary, or the like. Be wary of puzzles that can be solved by prior information that has been inferred, not explicitly set forth.

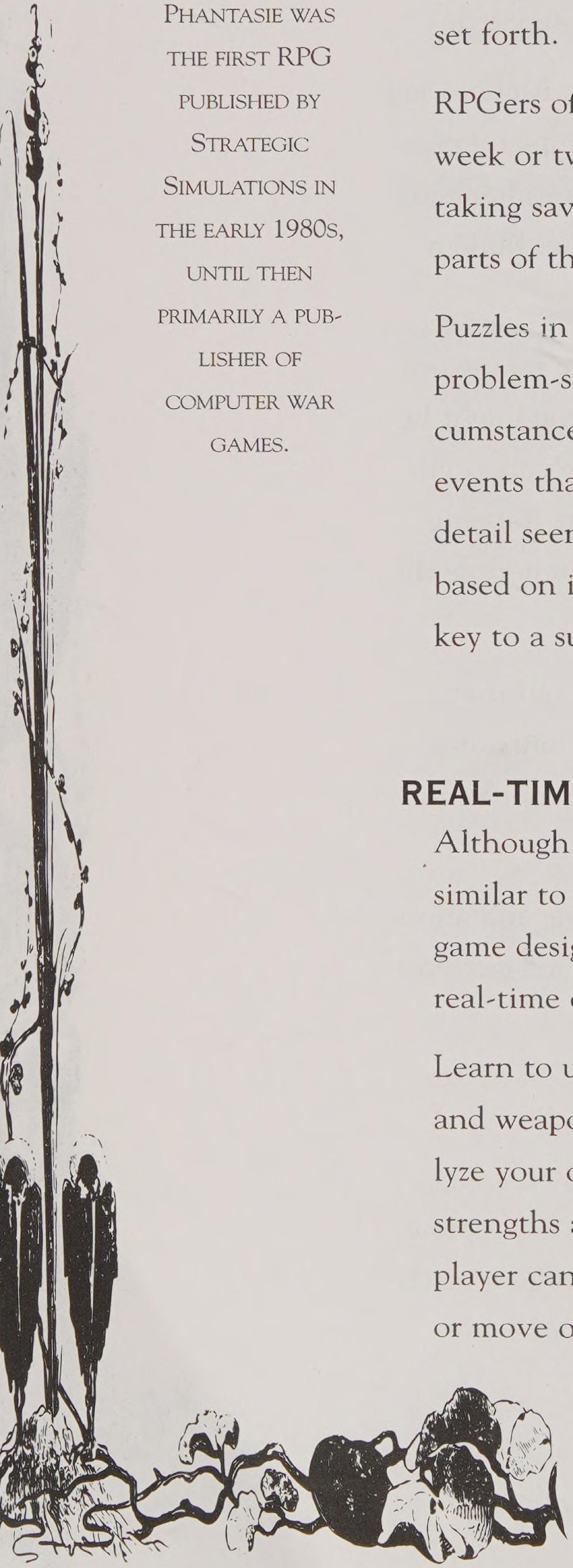
RPGers often play 40–50 hours straight, then skip for a week or two. When coming back after a while, prior note taking saves the player from having to rehash and replay parts of the game.

Puzzles in games should require as much thinking and problem-solving as possible. Richard tries to set up circumstances where the players have to not only recall events that have transpired, but also make use of subtle detail seen before as well. To him, solving problems based on information and sights introduced earlier is the key to a successful game.

REAL-TIME COMBAT AND PHYSICS

Although players might feel that real-time combat is similar to arcade play, this is not the intention of RPG game designers. Players needs to figure out ways to take real-time combat out of the arcade-game realm.

Learn to understand the abilities of your own characters and weaponry, and, more important, understand and analyze your opponent (or monster). Each creature has strengths and weaknesses. Unlike arcade-type games, the player can't "shoot, shoot, shoot, shoot, shoot, then duck or move out of the way."



Learn how many hits the party's blows will have. Look for space to back up and not get surrounded. Continuing to step away from some RPG monsters can completely prevent attacks. Richard gives the Green Slimes in the Ultimas as an example. Concentrate on movement and combat style.

The player should understand the physics of the game world being played. To be successful, the player needs a mastery of the physics of the situation. If some creatures are stupid, and come straight on and maul, these multiple opponents are easily defeated or their damage minimized, if the player retreats to a more defensive position. Head for the corner of a room, or a position between two trees or pillars. These are perfect examples of using the physics of the situation to increase your chance of victory in real-time combats.

CHRIS STRAKA

BACKGROUND

Since the age of 11, Chris has read every piece of science fiction or fantasy he could get his hands on. A self-proclaimed dreamer, he spent of a lot of time watching films, playing board strategy games, and honing his martial arts skills.

The latter skill gave him his start in computer gaming. He was filmed practicing his martial arts punches, kicks, and maneuvers. A computer game publisher used the film to animate the characters in an early computer game, Master Ninja.

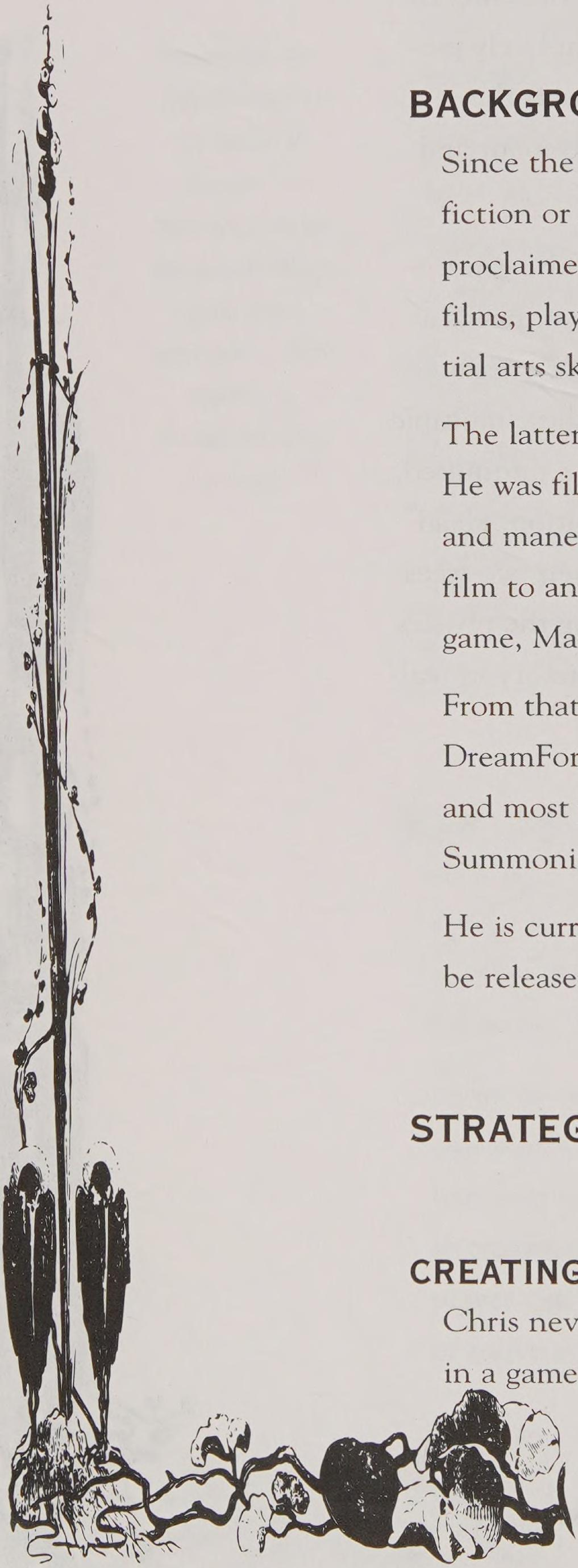
From that unlikely beginning, he went on to form DreamForge with others, designing some of the biggest and most popular RPGs of recent years, including The Summoning, the two Ravenlofts, and Menzoberranzan.

He is currently working on Anvil of Dawn, an RPG to be released by New World Computing early next year.

STRATEGIES

CREATING THE PARTY

Chris never creates parties based on how well they'll do in a game. He prefers to design a party that fits his



preferences and personality. He jumps right into the game without reading the manual and suffers the consequences.

He tries to create well-rounded characters. He accentuates the need to play off the particular game's character creation features. If a player is new to RPGs, then he stresses that you should read the manual carefully so that you become familiar with the game's character races and classes. Form a well-balanced party, which usually is how a game's pregenerated party is conceived.

STARTING OUT

First and foremost, save as soon as you start the game!

Don't be afraid to write things down. Many times, as the story unfolds, the player meets many different characters and discovers many things that they have to do. Players sometimes have false confidence in being able to remember everything that is happening. Lots of things you think that you've memorized fade, especially when game playing is interrupted by essentials like eating and sleeping.

Writing things down mainly refers to quest-oriented notes, and notes about monster tactics. Chris likes New World Computing's inclusion of a hefty notepad with all of the Might and Magic games.

Chris fine-tunes his game play at a later point. At the first dungeon, he'll save the game before entering and spend

10–15 minutes running around, seeing how it's laid out, what creatures are there, and eventually gets all of his characters killed. Then he restores to a previous save and plays that level for real.

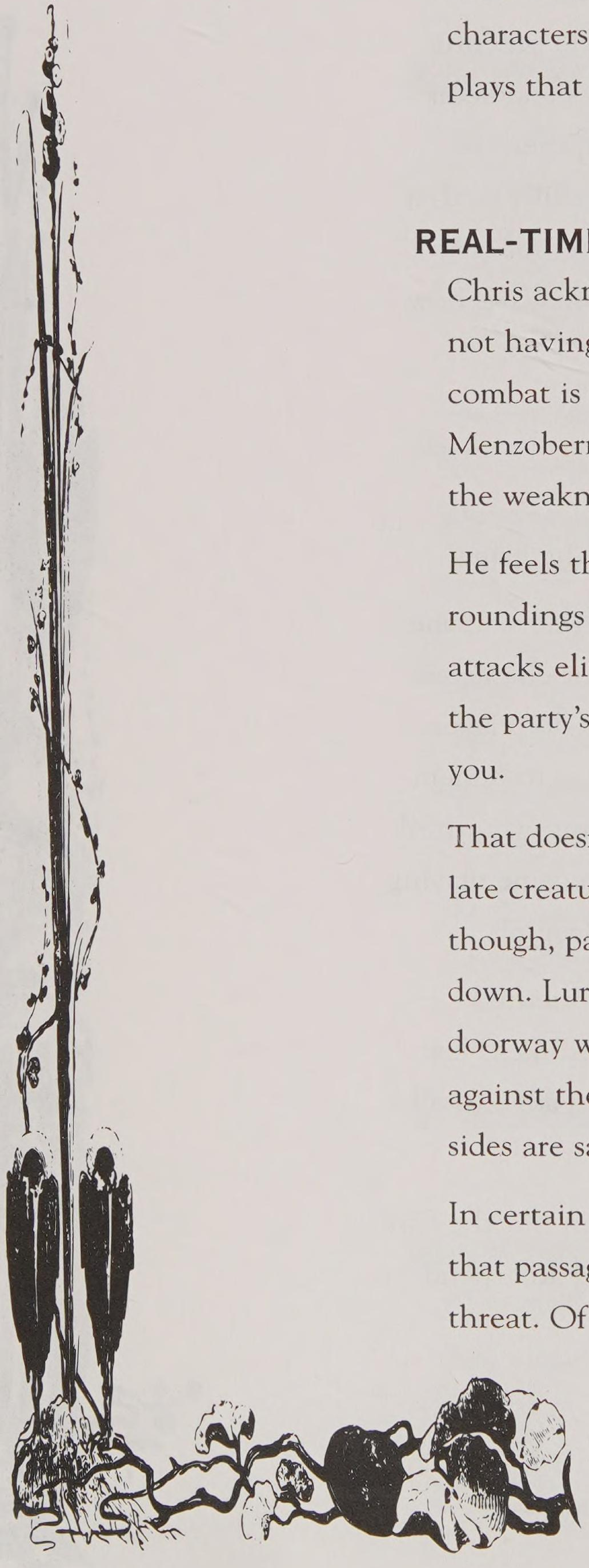
REAL-TIME COMBAT

Chris acknowledges that some RPG players don't like not having time to consider their options. Real-time combat is employed in the two Ravenlofts and Menzoberranzan. Chris suggests having the player learn the weaknesses of the creatures attacking the party.

He feels that it is a good idea to use the physical surroundings to your advantage. Using increased ranged attacks eliminates many monsters before they get into the party's face. Hang back, and let the creatures come to you.

That doesn't always work, of course. It's difficult to isolate creatures or draw them to the party. Perseverance, though, pays off in the end. Creatures can track you down. Lure them into places to your advantage, like a doorway where only one monster can attack at a time, or against the wall between pillars where three of your four sides are safe from attack.

In certain sections of games, areas can be cleared out so that passage through them a second time is no longer a threat. Of course, some games have constant encounters



at specific hot spots. In the locations where the player must return, Chris always designs his games to have some monster action so that the player won't be bored.

It isn't necessary to kill every creature and completely wipe a level clean before progressing. Sometimes it doesn't hurt to get around creatures to go deeper into a game's location.

PUZZLES

In his games, Chris leaves hints in various NPC text, books, or scrolls that help the players solve the puzzles. He rarely completely leaves it up to the player to come up with the solution to a particular puzzle, because of the variety of game player aptitudes. Note keeping becomes very important, especially because the answer to a puzzle might be found in an NPC conversation 20–30 hours of real-world time before the answer must be put to use. Taking notes on the conversation is much safer than relying on your memory

His games don't have riddles because, well, he hates them. He only has a few words of advice about solving riddles in other games: many riddles are word games and are not universal. Ask as many people as possible, come back to the game, and try every possible response.

CHEATING AND INTERACTING WITH GAMERS

Chris thinks that cheating by editing programs and files takes a lot of the fun out of the game. It can also cause irreparable destruction to your game files, requiring restarting the game from the beginning.

Use the online services to get help with questions about current games you are playing.

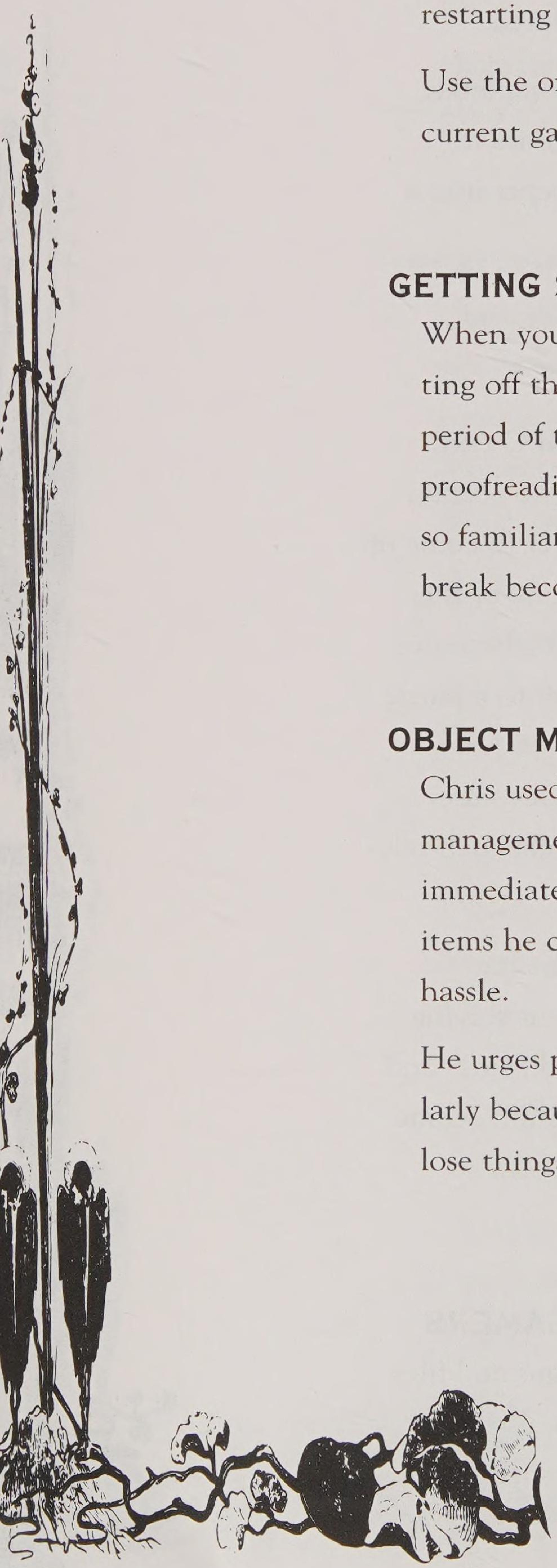
GETTING STUCK

When your frustration really builds, Chris suggests shutting off the computer to do something else for some period of time, even a day or two. He likens this to proofreading a college or high school paper. You become so familiar with it that continuing to proofread without a break becomes counterproductive.

OBJECT MANAGEMENT

Chris used to play games without any care for object management. He wouldn't pick things up that he didn't immediately need. These days he finds a way to stash any items he can't carry, as long as it isn't too much of a hassle.

He urges players to keep track of what is where, particularly because most RPGs have vast areas where one can lose things.



PUSHING BUTTONS AND PULLING LEVERS

This is a tough problem. As a designer, he is reluctant to use hidden buttons. The player should concentrate on any automaps available. Make sure you haven't simply missed another way to get to a spot because you forgot to unfold or scroll the map! If an area seems inaccessible, then likely a button or lever will do the trick.

THE EXPERT GAMERS

ROE R. ADAMS III

Roe holds 42 national titles for first solves of computer RPG and adventure games and is one of a handful of players ever to finish the "impossible" Wizardry 0: The Dungeons of Despair. He was the first to finish Sierra Online's microepic Time Zone, as reported in Steven Levy's book, *Hackers*. He completed Infocom's Witness in 20 minutes at Infocom headquarters in front of the design team.

Roe has several game complete or shared design credits, including Wizardry IV: The Return of Werdna, Ultima IV: The Quest of the Avatar, and Bard's Tale I.

He currently lives in Japan and is working on a large network RPG game while designing a new cyberspace detective RPG for the Sony Playstation on CD-ROM, Tokyo Dungeon.

STRATEGIES

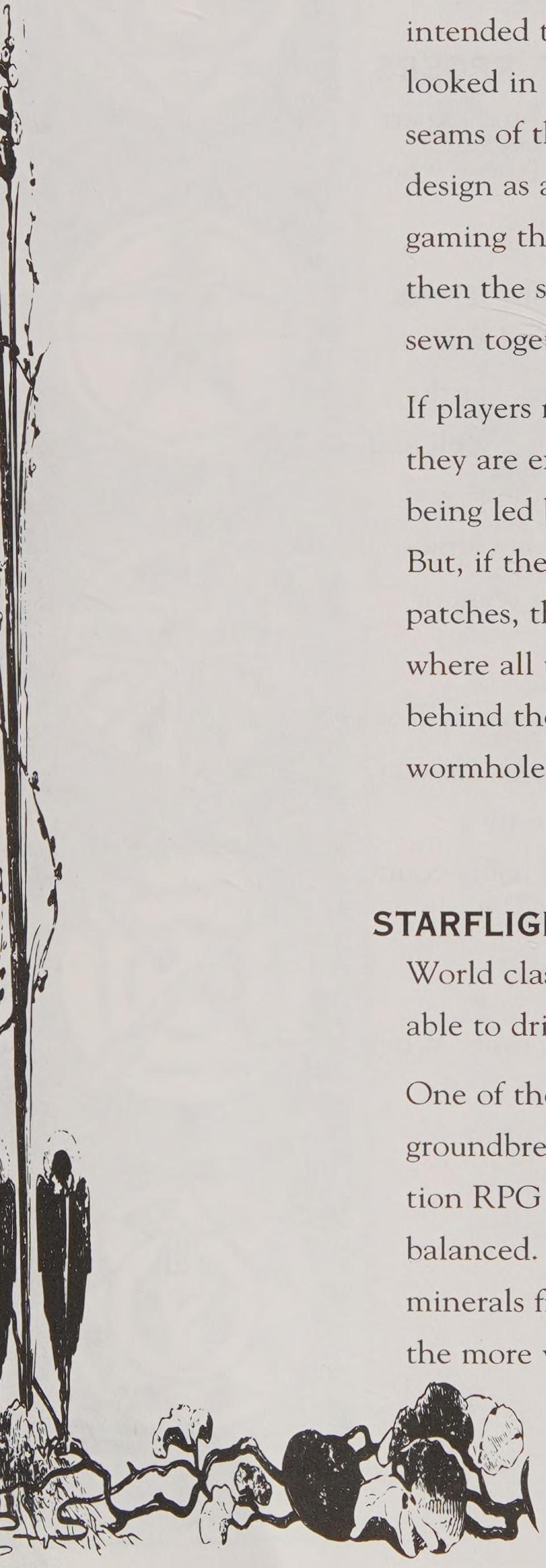
EXPERT, NOVICE, AND INTERMEDIATE RPGERS

One of the most important factors distinguishing expert caliber RPG players from intermediate ones (those who have played a dozen or so RPGs) is perspective.

Intermediate players spend a great deal of time figuring out what is the best combination of talents and skills to maximize the chances of winning. They pour over the spell books and appendix tables, cross-indexing spell and weapon/armor capabilities with racial and professional limitations. Before they start, they'll have done almost all analysis of the game up front to field the best team or party.

These are not the methods of the expert, at least by Roe's book! The expert knows that the game manuals are mere shadows of the actual RPG world, and offer only a novice-level perspective on the game. What really counts is how all those abilities and limitations interact in the actual game and where they don't quite work.

The expert gamer thinks; "Where can I save time? Where can I get an edge on this game?"



SEAMS

Expert players don't look for what the game designer intended them to do, but what the game designer overlooked in the design. These are the popularly supposed seams of the game. If you think of a computer game design as a patchwork quilt, with different modules and gaming themes stitched together to form a whole quilt, then the seams are the places where the modules are sewn together.

If players merely play on the surface of the quilt, then they are experiencing the game as the designer intended, being led by the nose in many cases from place to place. But, if the player can find the seams and slip between the patches, the player is on the underside of the quilt, where all the stitches show. It is equivalent to being behind the curtain as the Wizard of Oz, or finding a wormhole to travel great distances.

STARFLIGHT'S WORLD CLASS SEAM

World class seams are those through which the player is able to drive a Mack truck.

One of the most famous is found in Electronic Arts' groundbreaking space RPG, Starflight. This science fiction RPG was wonderfully designed and carefully balanced. Its mercantile system was based upon mining minerals from discovered planets. The heavier the metal, the more valuable the cargo. The game was typically set up with close planets being light metals, mid-game planets being medium metals, and end-game planets being heavy metal.

Just before the game was released, the marketing people at EA demanded the addition of a heavy metal world close to the home planets because they found the game too difficult. For most players this had little impact. If they found the heavy metal planet at all, they were in such a rush to get out into space, build a trading empire, and save the universe, that they only stopped to buy an extra goody or so and went on their way.

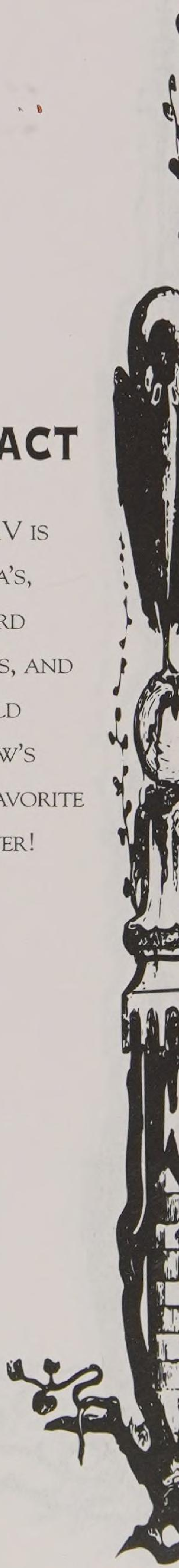
Roe went back and forth to that heavy metal planet 12 to 15 times. Afterward he had enough money to buy the biggest and most powerful ship, with the most offensive and defensive capabilities, advanced navigation and fire control. More importantly, he could afford to hire the expensive exotic races and train them to maximum levels.

Voila! Half the game was done! Instead of heading northeast as intended by the designers, he headed southeast to the Unknown. Here he met a race who were part of the end game. The player wasn't supposed to find that race or have the ability to communicate with them until near the end of the game. But Roe had a member of that race aboard with the highest linguistic skill possible, so the aliens told him all about the Ultimate Bad Guys of the game, and where to find them.

He zipped over to where the Bad Guys were and killed them, saving the universe in 6 hours of game time. Much

RPG FACT

Ultima IV is Scorpia's, Richard Garriott's, and Ronald Wartow's absolute favorite RPG ever!



later, he found out that he had bypassed a wonderful 70-120 hour portion of the game.

KRONDOR'S WORLD CLASS SEAM

This game had an excellently designed storyline with badly flawed game balancing. One of the biggest problems in the game was money. It was extremely hard to come by unless you found this seam.

There was a house near the trail that led up to the stone dragon's lair. If you entered the house, no problem. If you searched the house, you found a hefty bag of gold, but caught the plague. The cure for the plague at the convenient temple across the street cost more than the amount of gold found. Players either quickly rebooted to their last saved game, or coughed up the extra funds to get healed.

Either way, no one, apparently, not even the play testers, ever went back into that "deathtrap." If they had, they would have quickly discovered that the programmers had forgotten to turn off the treasure flag inside the house once you got the gold. What that meant was that each time you went back into the house, there was a fresh bag of gold waiting for you.

Since you already had the plague from previous visits to the house, no further damage could be done to your character. After a half hour of this traipsing back and forth in and out of the house, Roe had enough gold to finish the entire game in grand style. Once he was laden down with gold, he simply trekked across the street to the temple, paid for a one-time plague heal, and left.

GAME BALANCE

The seams discussed above point the way for the expert to find seams in RPGs—the game balance. A game designer often sets the planned pace of a game by the player's ability to gain levels or acquire certain items or spells.

The game's balance determines the speed at which the player reaches those goals, and money is often used as the regulator. The expert player searches for means to dramatically increase his/her cash situation early in the game. Then, the effectiveness of the cash far outweighs the intended pace of the game.

Many games offer super items in the first shop as barbs to goad the player onward, so they can later afford to buy them. Figure out how to buy those items now! If you can, you'll have greased your way through the game.

Whereas regular players finish a game with characters at level 40, Roe's often finish at level 25.

SCORPIA

BACKGROUND

Scorpia is arguably the most prominent game player alive today, and has been so for almost 15 years.

One of the original founders of CompuServe's GameSig, now The Gamers' Forum, this gamer is the prestigious Adventure/Role-Playing Game Editor for *Computer Gaming World*. Columns there have provided hints, advice, and valuable criticism of games, including RPGs, for many years. Scorpia also heads the gaming forums on GEnie and Delphi, and tens of thousands of gamers have come to rely on Scorpia's advice and support.

First computer game played: *Pyramid of Doom, on tape, before purchasing a disk drive.*

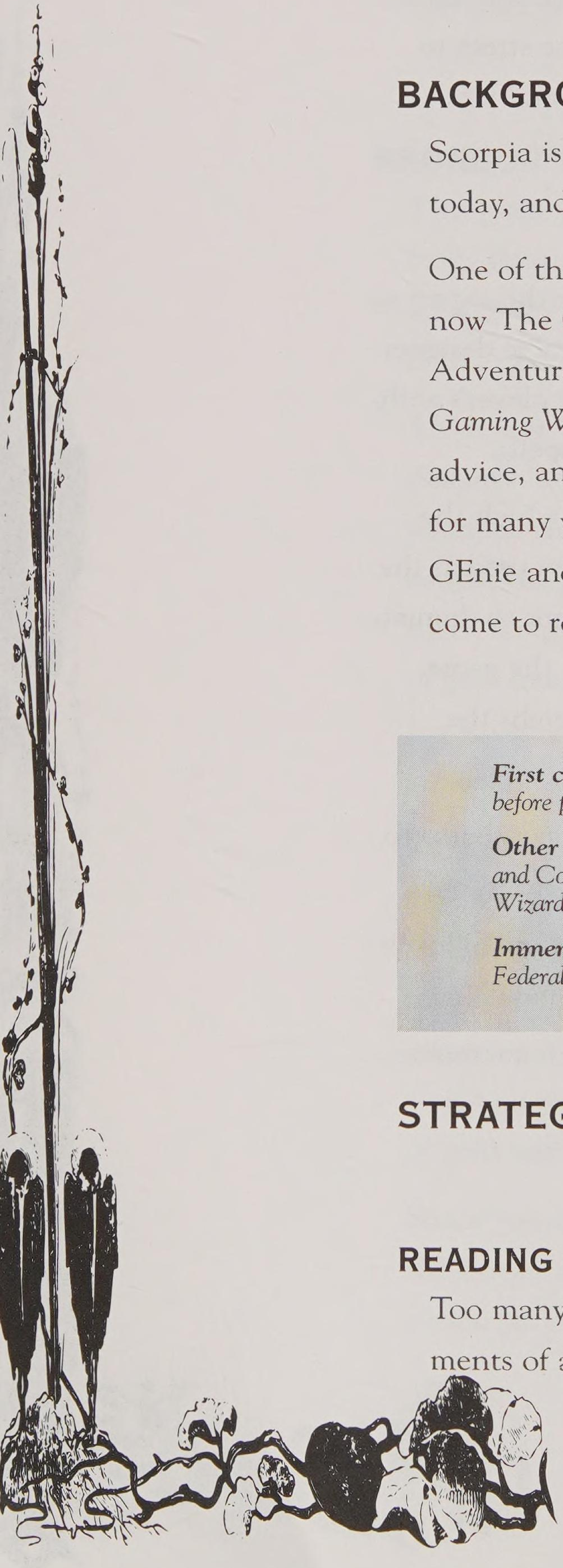
Other initial games played: *Zork I, Wizard and the Princess, and Colossal Cave (Original Adventure), Ultima I, and Wizardry I.*

Immense dislike in RPG games: *making the player imitate a Federal Express driver.*

STRATEGIES

READING GAME MANUALS

Too many people concentrate only on the basic rudiments of an RPGs game mechanics, but fail to read the



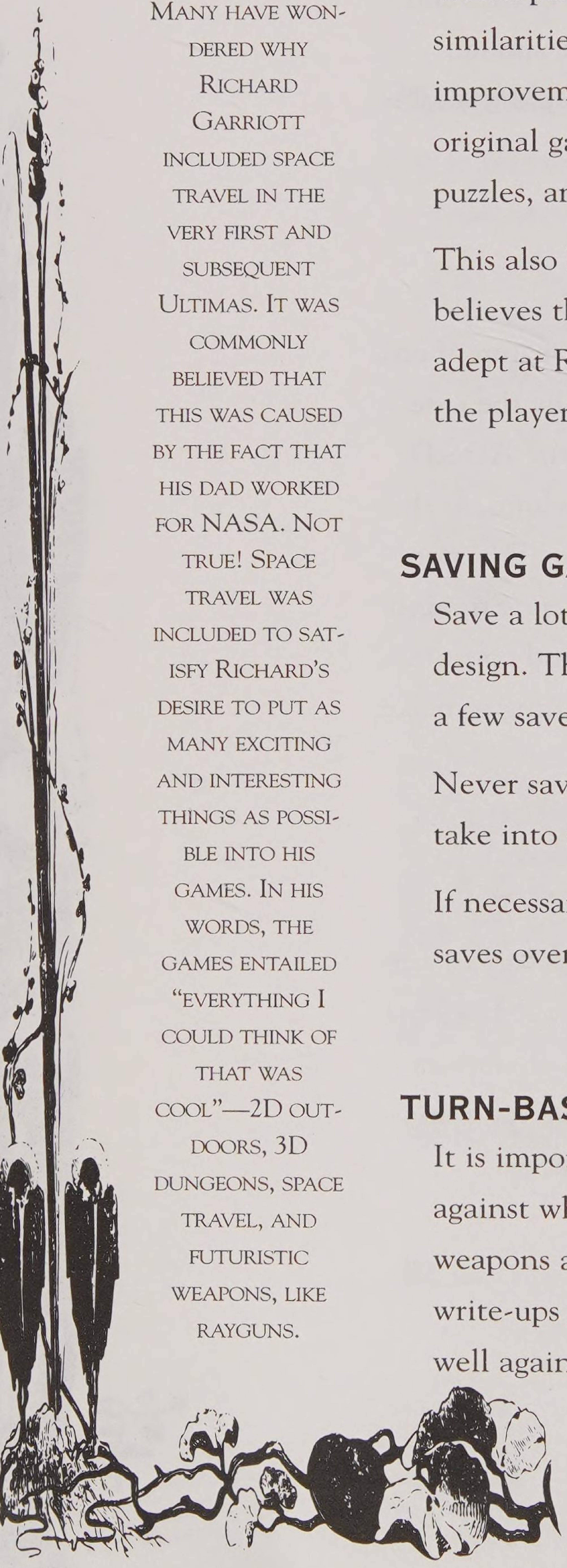
manual. That's not the way to begin game play in an RPG. Read the descriptions of the character classes and races. Although many role-playing games are similar, many are decidedly different, and players should not take these introductory matters for granted.

MODIFYING BEGINNING CHARACTERS

Players should always take advantage of this feature if provided in any particular game. This is especially the case with Strategic Simulations' games based on the AD&D universe. Scorpia wants to play heroes, not wimps, so that monsters can be bashed as quickly as possible. The more damage to monsters, the less to your characters. Strength (strike power), dexterity (low armor class), and constitution (hit points) are always maxed up—anything to make your characters superior to the average.

STARTING PARTIES

The player should have enough mages able to cast powerful offensive spells. Scorpia says, "You can never have too many fireballs or nuke spells." Multiple-class characters advance slower, but most games throw enough monsters at the player to minimize this character weakness.



RPG FACT

Many have wondered why Richard Garriott included space travel in the very first and subsequent Ultimas. It was commonly believed that this was caused by the fact that his dad worked for NASA. Not true! Space travel was included to satisfy Richard's desire to put as many exciting and interesting things as possible into his games. In his words, the games entailed "everything I could think of that was cool"—2D outdoors, 3D dungeons, space travel, and futuristic weapons, like rayguns.

BECOMING ADEPT AT RPGS

When playing the sequel to a game, take advantage of the similarities. No matter how many enhancements or other improvements have been put into sequels, the heart of the original gaming system, including tactics against monsters, puzzles, and the like remains very similar from game to game.

This also holds true across gaming systems. Scorpia firmly believes that experience is the only real way to become adept at RPGs. Certain situations become second-nature to the player after playing RPGs for awhile.

SAVING GAMES

Save a lot in the beginning because of the variances in game design. There's no shame in frequent saving, but always keep a few saves "empty" or in reserve.

Never save over critical game juncture saves, and always take into account the number of saves allowable.

If necessary, Scorpia quits the game and copies important saves over to backup files.

TURN-BASED COMBAT

It is important to learn which spells are most effective against which monsters. The same holds true for which weapons are most effective against which monsters. Manual write-ups on monsters usually give a clue about what works well against certain monsters.

Be careful about what elements dominate most monsters. Don't use fire against fire monsters. Don't use air against golems.

REAL-TIME COMBAT

Try to find something to reduce the player's field of exposure. Back into a corner or stand in a room so monsters can attack only from the front. If not, take out the most dangerous creatures first, unless they're all equal. Scorpia doesn't recommend twirling in place, trying to inflict some damage on all monsters surrounding the party.

It's a good idea to take out magic users first. Only they can paralyze or immobilize the party.

RIDDLES

Read the riddle very carefully. Certain riddles are famous, and can be found in riddle books in libraries.

CHEATING

If the game enables you to do something within its rules, it should not be considered cheating. Modifying the attributes permitted by the SSI AD&D Gold Box games like Pool of Radiance and Curse of the Azure Bonds is an example.

From time to time Scorpia has used the cheating utilities that enable you to enhance character stats and abilities.

PETER SPEAR

BACKGROUND

Peter is a best-selling author of a dozen strategy guides on computer games. His prominent books include *The King's Quest Companion* and *Return to Zork.*

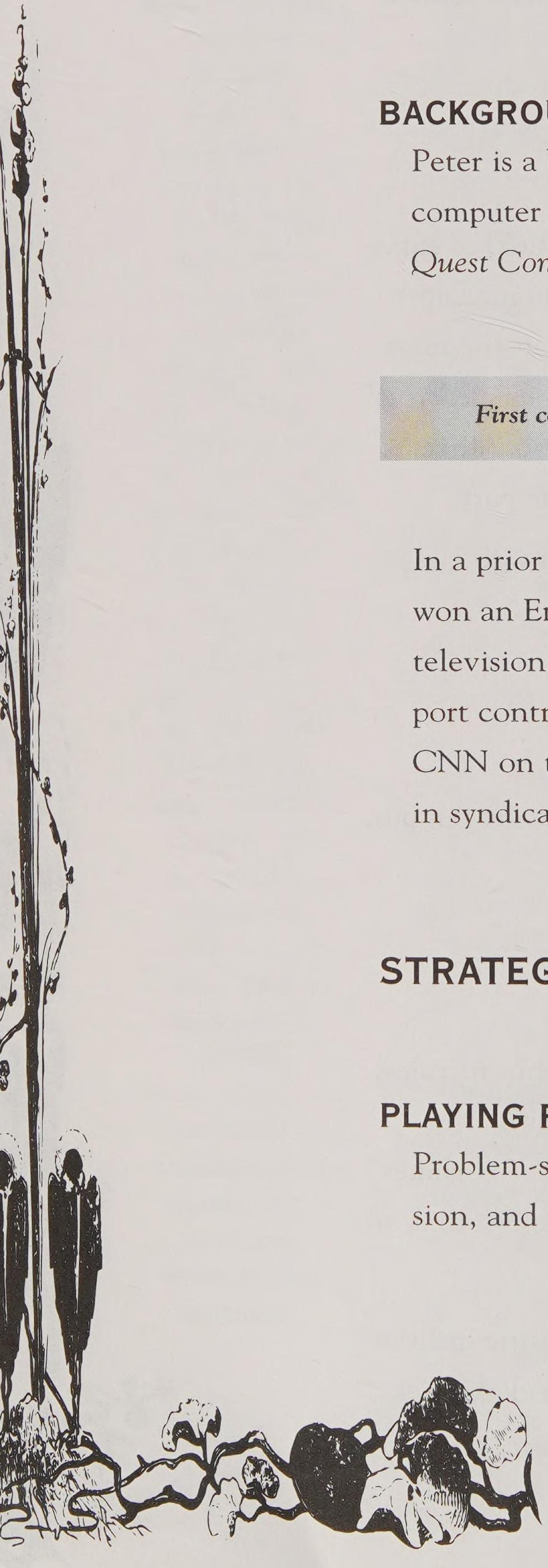
First computer games played: *Zork I, Wizardry I.*

In a prior life, after several nominations in 20 years, he won an Emmy for outstanding work on a public affairs television broadcast — a show he produced involving a port controversy in San Francisco. He helped establish CNN on the West Coast and did "The Computer Show" in syndication for several years.

STRATEGIES

PLAYING RPGS

Problem-solving was Peter's modus operandi in television, and this enjoyment and skill carries forth to RPGs.



Games principally involve problems in resource management. The party can only haul around a certain number of items. Players must use what they have and what they find as efficiently as possible.

Look at every angle when playing an RPG. If you have to take a risk, realistically assess the downside of your chances, and the consequences of your actions.

Peter prides himself on using saved games as little as possible, playing RPGs straight through. He sparingly uses game items of resurrection presented to the player at the beginning of some RPGs.

He enjoys the fact that in fantasy RPGs, the player has more control over fate than is afforded in real life.

The biggest obstacle to be overcome is the programmer or designer of the RPG, not the ultimate villain. Peter views RPGs as battles of wits, the player versus the game's designers. He enjoys going "toe-to-toe" against certain game designers, especially D. W. Bradley because he's "mean and cruel."

In one early RPG on the Apple II, he realized that he was playing against a game's creators. When an unfair puzzle or extremely difficult combat occurred, he literally "cursed" at those who had created this unfair situation. He observes that many games grew out of the fact that programmers were trying to outdo other programmers.

Games permit a player to healthily step away from real life. Players can personalize their game existence in ways completely unimaginable and impractical in their normal worlds. People in his parties are almost alive to him.

BEGINNING RPG PARTIES

He builds his parties for maximum offensive thrust and maximum healing. The problem of immediate survival in the beginning is very important. Peter feels that the logical character enhancement and progression built into the game takes care of him way down the line.

Getting through the first couple of hours of many games is a major problem in itself. Because of this, Peter always tries to have a third or a half of the party able to cast offensive spells. Offensive firepower is most important in the beginning. He feels that the party should include at least one full-time healer. The good thing about healers is that they can fight, like priests and bishops. Dual class healers/fighters are a good choice if the game allows.

Full-time fighters should not be just hackers with no other skills. They need a combination of characteristics. Peter tends to make fighters elite fighters, who might pick up spells, like a Paladin. He rolls the dice 800 times sometimes to avoid bad stats.

This is a conservative approach, but, in his opinion, it always forms a party with the balance he needs. Bottom Line: No one in Peter's party, as the game progresses, is unable to throw a spell. Whatever the RPG you are playing, in the end, it "gets down to magic." Later in the game, he changes classes as the game dictates, but this dominance of magic should prevail throughout the playing of an RPG.

Because thieves seem to be fairly useless, he downgrades them. Ordinarily, another character class or spell provides the party with the thief's only strength, the picking of locks, chests, and finding of hidden places.

He no longer believes that character race is that important when forming a party. Even if the player is improvident in choosing races in the beginning of a game, magic and other things can make up for this detriment later on. As characters go up levels, specific attribute scores tend to become less significant, because almost all attributes rise toward the RPGs maximum allowable attribute scores. In the end, his parties emphasize humans and elves.

AD&D GAMES

Peter doesn't enjoy AD&D games as much, because he feels they tend to be overly predictable. The leeway to include bizarre stuff seems to be missing from the rules and guidelines designers and programmers have to follow for AD&D consistency. In AD&D games you just don't find off-the-wall elements like rocket sleds, as you might in Wizardry VII or other games.

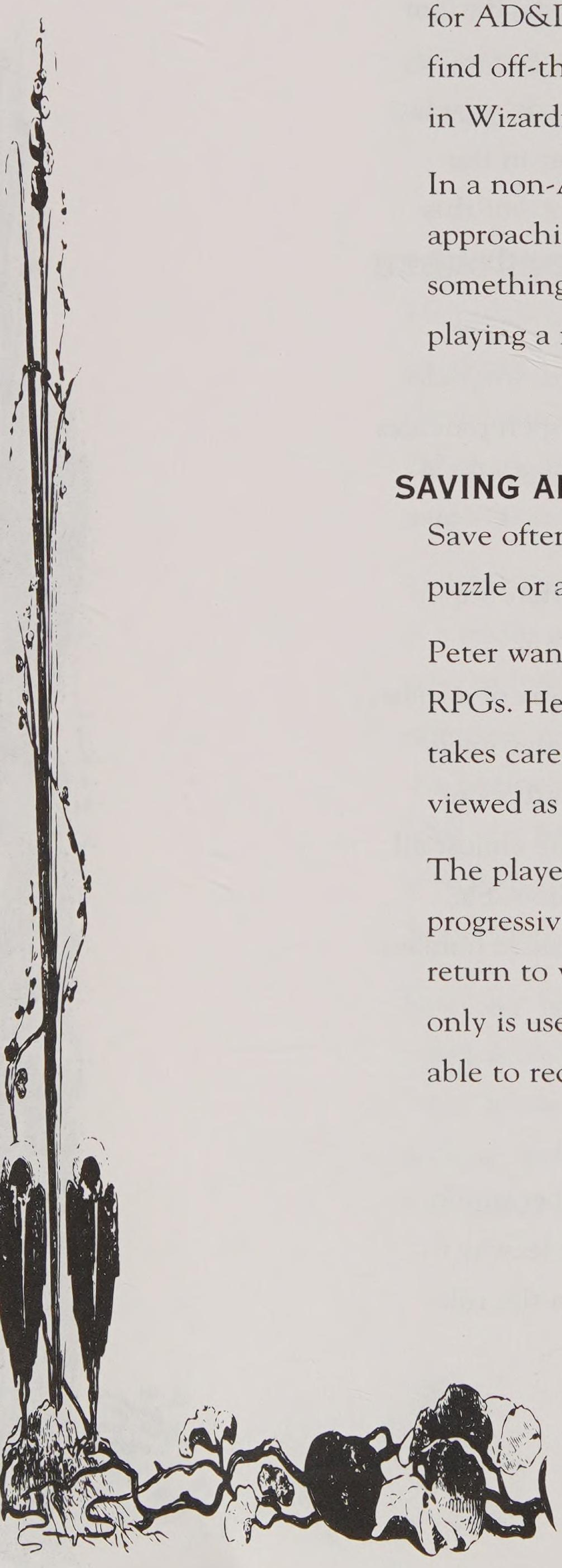
In a non-AD&D world, you have no idea if the orc approaching is the well-defined and expected one, or something entirely different. This adds to the tingle of playing a non-AD&D RPG. Peter wants to be surprised.

SAVING AND RESTORING GAMES

Save often and save well. Save after solving a difficult puzzle or a particularly troublesome combat.

Peter wants to minimize the effects of continual dying in RPGs. He takes dying as a personal insult. Saving often takes care of this. Dying, however, he believes, should be viewed as a learning experience.

The player should constantly have a set of alternate or progressive saves. This gives the player the chance to return to various key points in the game. If a single save only is used, there's a possibility that the player won't be able to recover from a bad prior mistake.



RESTARTING A GAME

Peter recommends restarting games from the beginning early on. If you're only a couple of hours into the game, you might find that particular characters shouldn't be in the party. Starting over will be less work now than it will be 40 hours down the road, when lousy party members are preventing progress and victory in the RPG.

PART III

INTRODUCTIO

With the able assistance and support of Charles Don Ha one of the greatest gamers in the ever expanding free world, I present the complete solutions, or walkthroughs, to popular and current RPGs.

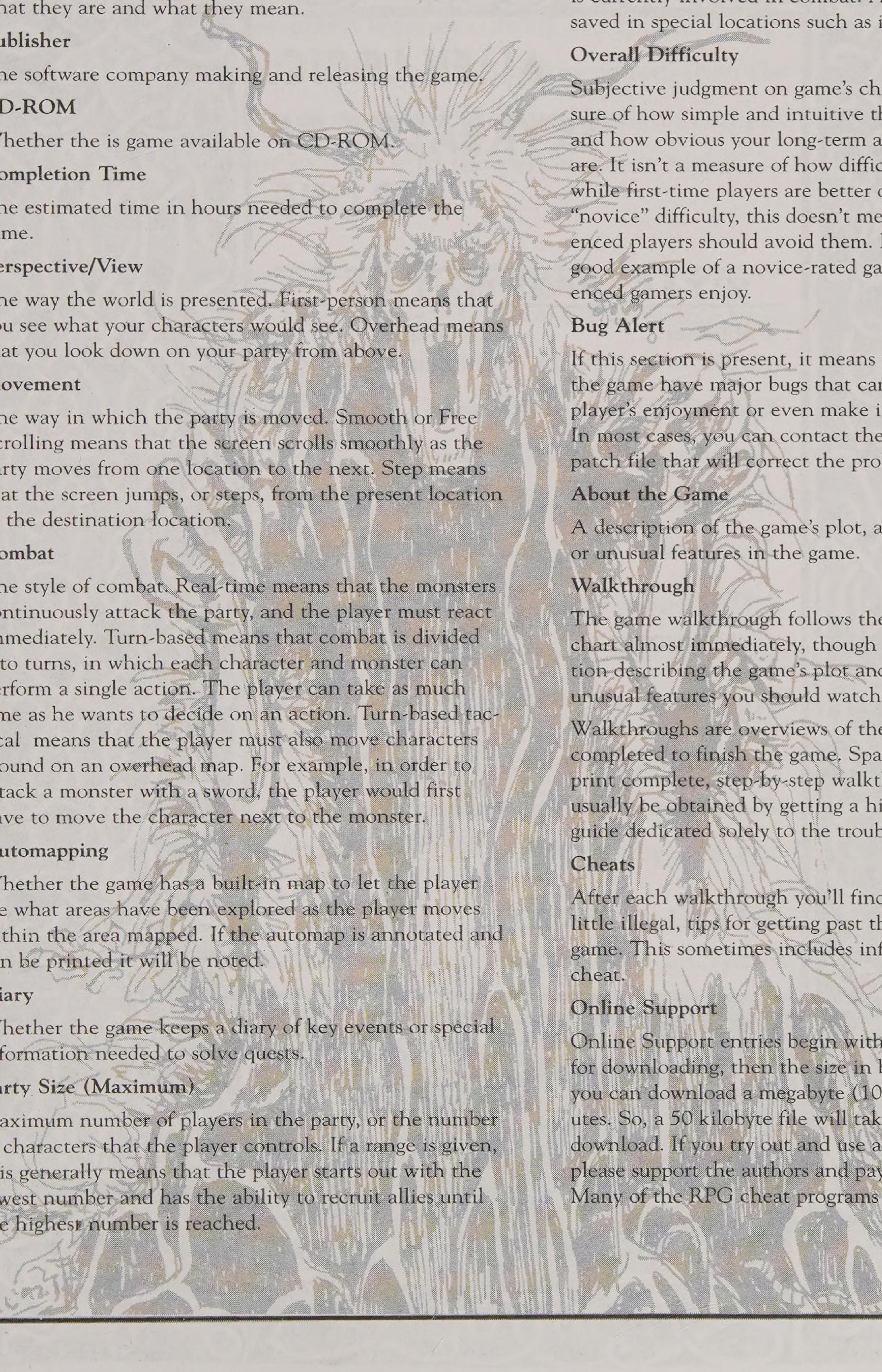
Before each walkthrough, consult the Vital Information chart containing the basic data on the game's mechanics and world. Read over the Power Tips to make exploring and monster whomping easier.

After most walkthroughs, you'll see a selected list of sharewa and freeware programs available on the many public online s vices and bulletin boards throughout the world. The list was compiled in early June 1995. The descriptions are exactly as they appear online. Program descriptions often mention "Zip "PKZip," and "PKUnzip." These all refer to the widely accep file compression program, PKZip.

Following the shareware and freeware lists, you'll find listings so-called cheats in many of the walkthroughs. These are way improve your fortune in the game never intended by the gam designers.

While walkthroughs provide the specific path to victory, this alone will not make following that path any easier. The RPG gamer needs to strengthen and advance the party of adventu with both the physical and mental levels necessary to meet a game's challenges. This is easier said than done.

Certain RPGs are linear in plot, requiring the player to emba on a precise path through the game. Others are just the oppo site, affording the player wide latitude in the directions avail for questing. Please do not be intimidated by the length of ar particular walkthrough, or overwhelmed by the many challen that took so much space to probe.



E VITAL INFORMATION CHART

hen you read each game's Vital Information chart,
ou'll be looking at the following characteristics. Here's
hat they are and what they mean.

ublisher

he software company making and releasing the game.

D-ROM

hether the is game available on CD-ROM.

ompletion Time

he estimated time in hours needed to complete the
me.

erspective/View

he way the world is presented. First-person means that
u see what your characters would see. Overhead means
at you look down on your party from above.

ovement

he way in which the party is moved. Smooth or Free
crolling means that the screen scrolls smoothly as the
arty moves from one location to the next. Step means
at the screen jumps, or steps, from the present location
the destination location.

ombat

he style of combat. Real-time means that the monsters
ontinuously attack the party, and the player must react
mediately. Turn-based means that combat is divided
to turns, in which each character and monster can
erform a single action. The player can take as much
me as he wants to decide on an action. Turn-based tac-
cal means that the player must also move characters
ound on an overhead map. For example, in order to
tack a monster with a sword, the player would first
ave to move the character next to the monster.

utomapping

hether the game has a built-in map to let the player
e what areas have been explored as the player moves
thin the area mapped. If the automap is annotated and
n be printed it will be noted.

iary

hether the game keeps a diary of key events or special
formation needed to solve quests.

arty Size (Maximum)

aximum number of players in the party, or the number
characters that the player controls. If a range is given,
is generally means that the player starts out with the
west number and has the ability to recruit allies until
e highest number is reached.

Save/Restore Game

Ease of saving and restoring games. Some games can be saved anywhere, and others cannot be saved if the party is currently involved in combat. A few games can only be saved in special locations such as inns.

Overall Difficulty

Subjective judgment on game's challenge. This is a measure of how simple and intuitive the game's engine is, and how obvious your long-term and short-term goals are. It isn't a measure of how difficult the puzzles are. So, while first-time players are better off with games of "novice" difficulty, this doesn't mean that more experienced players should avoid them. Betrayal at Krondor is a good example of a novice-rated game that even experienced gamers enjoy.

Bug Alert

If this section is present, it means that some versions of the game have major bugs that can interfere with the player's enjoyment or even make it impossible to finish. In most cases, you can contact the publisher and get a patch file that will correct the problem.

About the Game

A description of the game's plot, and of any interesting or unusual features in the game.

Walkthrough

The game walkthrough follows the Vital Information chart almost immediately, though it's preceded by a section describing the game's plot and any interesting or unusual features you should watch for.

Walkthroughs are overviews of the tasks that must be completed to finish the game. Space doesn't permit us to print complete, step-by-step walkthroughs, but these can usually be obtained by getting a hint book or strategy guide dedicated solely to the troublesome game.

Cheats

After each walkthrough you'll find strategic, but just a little illegal, tips for getting past the tougher parts of the game. This sometimes includes information on how to cheat.

Online Support

Online Support entries begin with the filename available for downloading, then the size in bytes. At 14400 baud, you can download a megabyte (1024K) in about 10 minutes. So, a 50 kilobyte file will take about 30 seconds to download. If you try out and use a shareware program, please support the authors and pay the requested fee. Many of the RPG cheat programs are freeware, though.

ALIEN LOGIC: SKYREALMS OF JORUNE

VITAL INFORMATION

Publisher	Strategic Simulations
CD-ROM	Yes
Completion Time	30 hours
Perspective/View	Various
Movement	Smooth
Combat	Real-time
Automapping	Manual (Minimal)
Diary	No
Party Size (Maximum)	1
Save/Restore Game	Side-view screens only

OVERALL DIFFICULTY **MEDIUM**

POWER TIPS

1. Don't let yourself get damaged too badly. Healing yellow-green injuries is fairly cheap, but if you get damaged down into the yellow or red, then the price goes up. Using Healing Limilates can push yellow injuries into the yellow-green region, though.
2. Keys are almost always found in the dungeon where they're needed. If you have trouble finding one, check the surface for additional entrances, and also use the Detect Invisible spell to see if there are hidden doors or keys. If you still can't get anywhere, then you need to find someone to give you the key as part of a quest.
3. Healing is done with genetically engineered surgery animals. To create them, you must learn to manipulate corks and incupods, the tools of biotechnology.
4. Find the Corastin who buys dead beagre and scragger; this is a good way to earn money in the early stages of the game.
5. Devote a lot of time to mining Weave Crystals and Rate Crystals to boost your combat skills.

BUG ALERT

If you explore areas in the wrong order the game can start crashing. In particular, if you explore the "Crossroads" dungeon before Salrough has told you to go there, finishing the game can become impossible.

A patch exists to fix this problem, and you shouldn't attempt to play the game without it.

ABOUT THE GAME

Alien Logic takes place in the Skyrealms of Jorune, which is the setting of a pencil-and-paper RPG. Jorune is an alien world inhabited by humans and several other intelligent races. It has fallen into savagery and been cut off from the rest of the universe. Because of this, the player needs to adjust his or her thinking, for the traditional RPG genre terms and names don't work here. Once into the game, though, the strangeness becomes familiar.

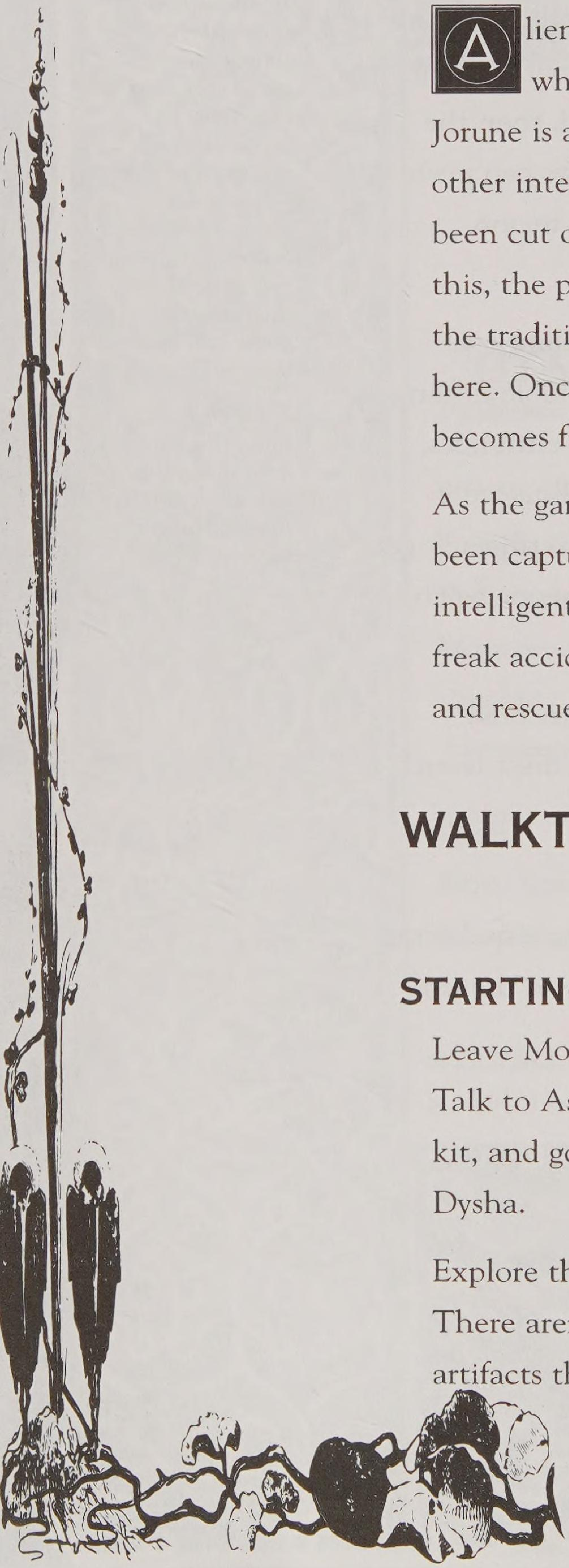
As the game opens, you and your fellow villagers have been captured by an evil Shantha (one of Jorune's many intelligent non-human races). After being freed by a freak accident, your quest is to track down the Shantha and rescue his prisoners.

WALKTHROUGH

STARTING OUT

Leave Mountain Crown and travel to the city of Ardoth. Talk to Asalia and Daclish until you get a cork-cutting kit, and go to the Kerning Bay to obtain your first new Dysha.

Explore the three sites that Salrough told you about. There aren't any vital items, but you'll find crystals and artifacts that can be sold for money. It isn't necessary to



activate all of the Power Sources; just turn on enough of them to get the elevators working. Be sure to find the two cle-eshtas that open gates into the Warp World.

Return to Mountain Home. Herrid refuses to let you see Salrough. Leave the area and come back, then talk to the crowd of Thriddle in the center of town. One of them gives you the Gomo-Giddyne that you need to get past Herrid.

CROSSROADS

Salrough sends you to the Crossroads (215, 187). Once there, you'll discover that the cle-eshtas have all been deactivated.

Return to Salrough for advice.

The Cleash General is at 203, 183. He is the only Cleash who never moves, and can be found near the Shanthic Explorer. Get information from him and return to Salrough.

Go back to the area around 203, 183, and notice the eight mineral outcroppings that surround the camp. Steal the eight warp crystals, avoiding combat with the Cleash as much as possible.

Use four of the warp crystals to repair the cle-eshtas at Crossroads. The other four are used to repair more cle-eshtas later in the game.

MORPHING SARCEEN

When you return to Mountain Crown later, Salrough tells you that Herrid was killed in Thantier. You can recover the special sarceen by going to 173, 182 and killing a Mandare, but this is a tough battle.

DOBEN-AL

To reach Doben-Al, find the cle-eshta in the dungeon at 208, 201. You'll have to kill a Shantha to reach it. (You can also get behind it and knock it off the platform.)

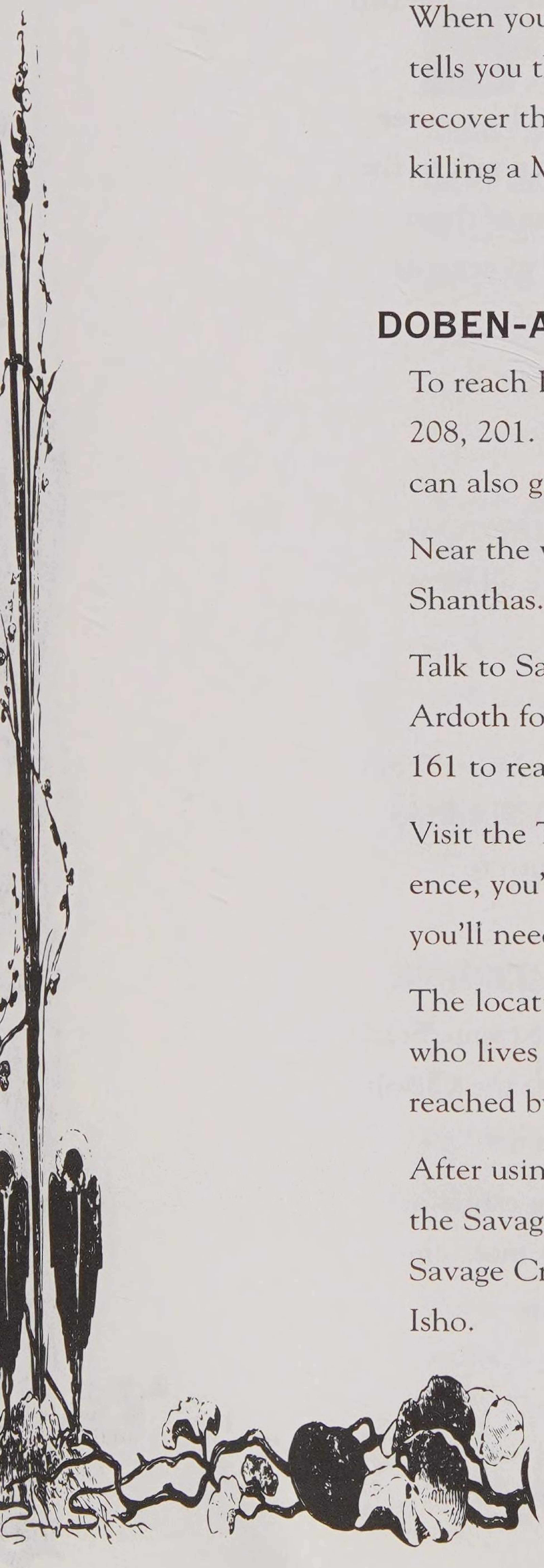
Near the warp world exit in Doben-Al is a city of Shanthas.

Talk to Salrough about them, and then go to the bar in Ardoth for more information. Find the cle-eshta at 205, 161 to reach Drail.

Visit the Trarch at 135, 225. After a harrowing experience, you'll learn that the Savage Crystal is here, but you'll need a special Crundorra to obtain it.

The location of this Crundorra is known to the Shantha who lives in Ardoth. It is at 224, 169, and can be reached by using the key that the Shantha gives you.

After using the Crundorra of Inner Peace, you can obtain the Savage Crystal from the Trarch, and then use the Savage Crystal in the Doben-Al to restore the flow of Isho.



The Shanthas let you into some areas containing valuable treasures.

RETURN TO TRARCH

After a while, you'll hear rumors of unrest in Drail. Go back to the Trarch village, where you'll be drafted and forced to become the new king.

You'll have the opportunity to start a war in Sillipus, which decimates the population there. This comes in handy later, because it makes it easier to access the purple incupods in Sillipus.

RECO OF SHIRM-EH

By taking the ferry from Ardoth, you can meet Tabor, the Bronth historian. He'll tell you that Iscin once made a cork that could be used to manufacture Shirm-Eh for the Ramian.

The cork can be found by digging at Iscin's Lab, at 146, 142. Use the cork on one of the purple incupods on Sillipus, and you'll create a Reco of Shirm-Eh.

Deliver the Reco to the Ramian in Voligire, and they'll grant you free passage through their lands.

SCROLLS OF ISCIN

A Crugar at 93, 142 gives you a key in exchange for the Scrolls of Iscin.

Talk to Salrough in Mountain Crown, and then to Tabor the Bronth Historian. Shuttle back and forth between them a few times to clear up the misunderstanding and get the Scrolls.

Take them to the Crugar, and you be able to enter a dungeon containing some important items and information.

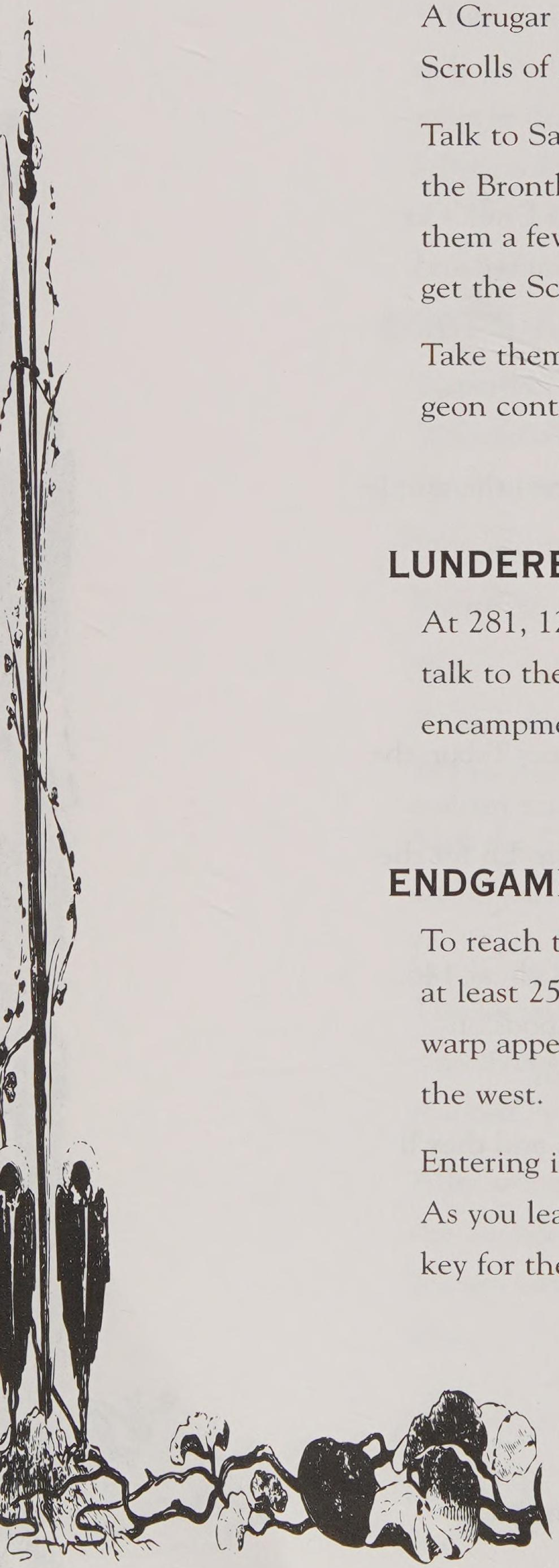
LUNDERE

At 281, 129, you'll find a Woffen army. Travel north and talk to the scouts, and then enter each of the six encampments and kill the Cleash leaders.

ENDGAME

To reach the end of the game, you must have discovered at least 25 cle-eshtas. When you open the 25th, a new warp appears on the south tip of the small island far to the west.

Entering it takes you to a structure with a locked door. As you leave, the Shanthic Explorer offers to trade you a key for the Lamorri Transponder.



To get the Lamorri Transponder, talk to the Cleash leader at 333, 8, and trade the Gomo-Giddyne for it.

Use the key to find the last few cle-eshtas, which take you to the Red Shantha's skyrealm. Use Detect Invisibility everywhere here; there are lots of hidden items.

The Red Shantha can't be killed in combat. Paralyze him, run around behind him, and knock him backward into the chasm.

ONLINE SUPPORT

None

ARENA: THE ELDER SCROLLS

VITAL INFORMATION

Publisher	Bethesda Softworks
CD-ROM	Yes
Completion Time	100+ hours
Perspective/View	1st person
Movement	Smooth
Combat	Real-time
Automapping	Yes, with annotations
Diary	Yes
Party Size (Maximum)	1
Save/Restore Game	Anywhere

OVERALL DIFFICULTY **AVERAGE**

POWER TIPS

1. The game is much easier to win if you play a spell-casting character. (Our favorite is the Battle Mage, but the Spell Sword does just as well.) If you can't cast spells, then make sure you have a good supply of magic items for emergencies.
2. The streets of towns aren't safe to wander at night. If you reach a town after sundown and you don't know where an inn is, go outside the gates and sleep until morning.
3. Some people consider this cheating, but there's a way to own more than one artifact: Take your artifact to the blacksmith for repairs. While he's working on it, you can go back outside and get a new artifact quest. Retrieve your original artifact from the blacksmith, and then go searching for the new one.
4. Learning how to use the Spellmaker can make the game a lot easier. With a long-duration Shield or Spell Reflection spell, you can explore a good section of the dungeon in relative safety.
5. The spells Passwall, See Action and Cure Disease are especially important to learn.

BUG ALERT

Early versions of this game were extremely buggy. If you have the disk-based version, you should contact Bethesda Softworks and get the Version 1.06 patch from them. The CD-based version comes with the patch already installed.

ABOUT THE GAME

Arena is one of the largest RPGs ever created. You have the ability to explore a world of 8 million square kilometers, with more than 400 towns and countless hundreds of dungeons. Luckily, you only need to explore a small fraction of them to complete your quest. There are no barriers in the game, and you are free to explore wherever you want.

The game contains superb sound effects and surprises. Little, in all of RPG gamedom, matches the experience of traipsing down a dark dungeon corridor, hearing the sound of a door opening behind you, the grunt of a monster, spinning around, and finding absolutely nothing there! Get your riddle-solving skills active, for all the important objects to be recovered in the game are behind doors guarded the riddles.

Your ultimate goal is to recover the eight pieces of the Staff of Chaos, use them to defeat the tyrant Jagar Tharn, and return the rightful emperor to his throne.

WALKTHROUGH

STARTING OUT

Search the starting dungeon for gold and equipment, then find the exit in the far southwest. Don't start looking for the first staff piece right away. You'll need to gain a few levels and some better equipment.

Talk to bartenders to find courier jobs, which give you a little gold and experience. If you work diligently, you'll soon attract the attention of the nobility. If you can't find work in bars anymore, then visit the palace and you'll be given a lucrative job there.

When you're feeling confident, talk to people in the street until you hear a rumor about a map to a special artifact. If the artifact sounds useful to you, then buy the map and go to the dungeon it describes. On the fourth level of the dungeon, you'll find a map to a second dungeon, and on the fourth level of that dungeon, you'll find the artifact that you seek. You can only own one artifact, so you won't get any new artifact quests until you've gotten rid of the one you're carrying.

FANG LAIR

To start the quest for the Staff of Chaos, travel to any town in the province of Hammerfell. Ask about the staff gets you sent to Rihad, and then go to the palace in Rihad. The Queen asks you to retrieve a document from Stonekeep, and puts the location of that dungeon on your map.

Go to Stonekeep and locate the document in the middle of the lake in the west part of the dungeon. Take it to the Queen of Rihad for directions to Fang Lair.

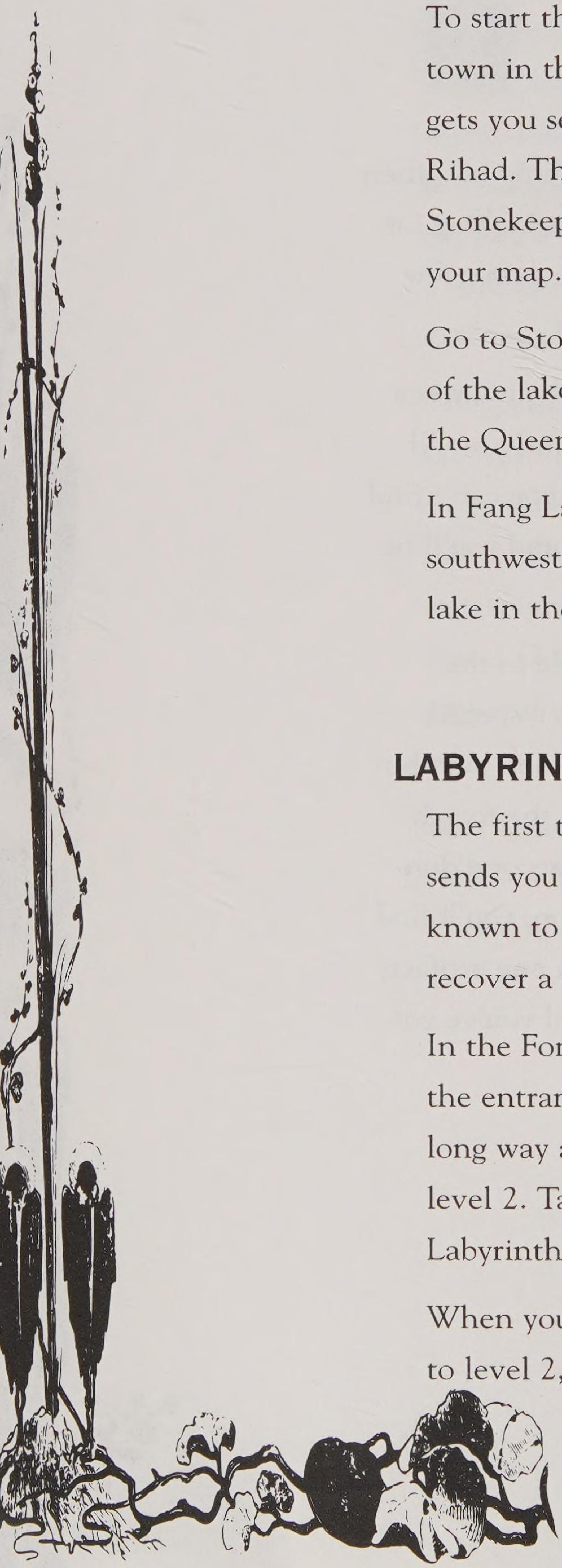
In Fang Lair, find the stairs to the second level in the southwest. The first staff piece is in the center of the lava lake in the middle of the second level.

LABYRINTHIAN

The first time you sleep, Ria contacts you in a dream and sends you to Skyrim. The location of Labyrinthian is known to the mages of Winterhold, who ask you to recover a tablet from the Fortress of Ice.

In the Fortress of Ice, the stairs to level 2 are just west of the entrance; you can use the Passwall spell or take the long way around. The Tablet is on the northwest side of level 2. Take it to Winterhold for the directions to Labyrinthian.

When you're inside Labyrinthian, find the eastern stairs to level 2, and get the key from the northeast corner.



Return to level 1 and take the western stairs back to level 2. Get a second key in the southwest corner.

Once you have both keys, you can unlock the vault on level 1 and get the second staff piece.

The Staff of Chaos, the object of your quest and desire in Arena.

ELDEN GROVE

In Selene's Web, get the key from the east and open the door to the southwest to reach the stairs to level 2. On level 2, use the key from the southeast to open the diamond door to the southwest, and get the gem you need for directions to Elden Grove.

In Elden Grove, the stairs to level 2 are in a building far to the southeast. The staff piece is northwest of the stairs.

HALLS OF COLOSSUS

In the Temple of Agamanus, the stairs to level 2 are in the southwest, and the stairs to level 3 are in the north. Get the artifact you need from the southwest of level 3.

On the east side of the Halls of Colossus is a stairway going down to level 2. You'll arrive in a long room with three sets of stairs. Near each of these stairs on level 1 is a key; these six keys open a set of doors on level 2. The fourth staff piece is here.

CRYSTAL TOWER

In the Temple of the Mad God, the stairs to level 2 are in the southwest. On level 2, the gem is to the northeast.

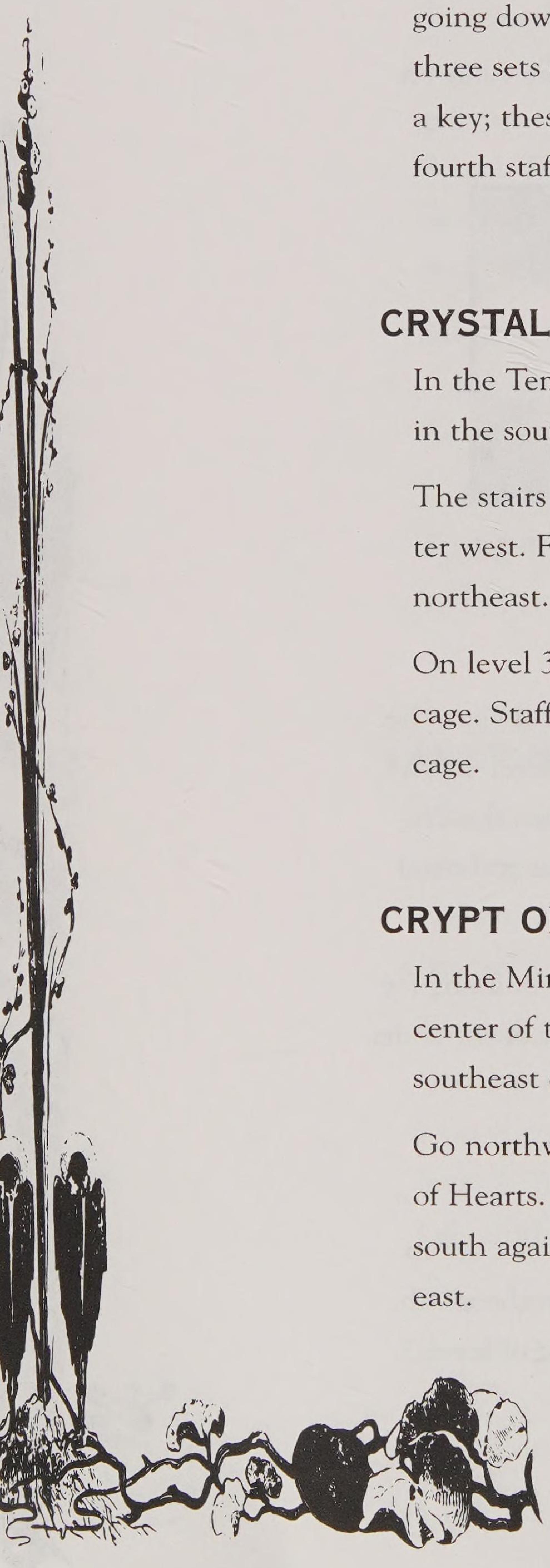
The stairs to level 2 of the Crystal Tower are in the center west. From level 2, the stairs to level 3 are in the northeast.

On level 3, a troll carries the key to the fire demon's cage. Staff piece five is reached through a passage in that cage.

CRYPT OF HEARTS

In the Mines of Khuras, the stairs to level 2 are in the center of the level. The documents you need are in the southeast of level 2.

Go northwest to reach the stairs to level 2 in the Crypt of Hearts. Go south to the stairs for level 3, and then south again for level 4. The sixth staff piece is to the east.



MURKWOOD

The stairs to level 2 are south of the entrance to the Vaults of Gemin. The plate is in the south part of level 2.

In Murkwood, find the stairs to level 2 in the center of level 1. Level 2 is very small, and the seventh staff piece is easily found.

DAGOTH-UR

The stairs to level 2 of Black Gate are southwest of the entrance.

A key is in the northwest corner of level 2; it opens one of the doors to the south, where you'll find the hammer.

From the entrance to Dagoth-Ur, go southwest to find the stairs to level 2. There is a chain of five locked doors; the keys are scattered all over the level but you can bypass four of them with the Passwall spell. The one key you must have is guarded by a lich in the southeast.

The eighth staff piece is in the center of level 3.

IMPERIAL PALACE

Now that you have the eight staff pieces, you can enter the palace in Imperial City and confront Jagar Tharn.

The stairs to level 2 of the palace are in the northeast; from there, go southeast to level 3; then go west to level 4.

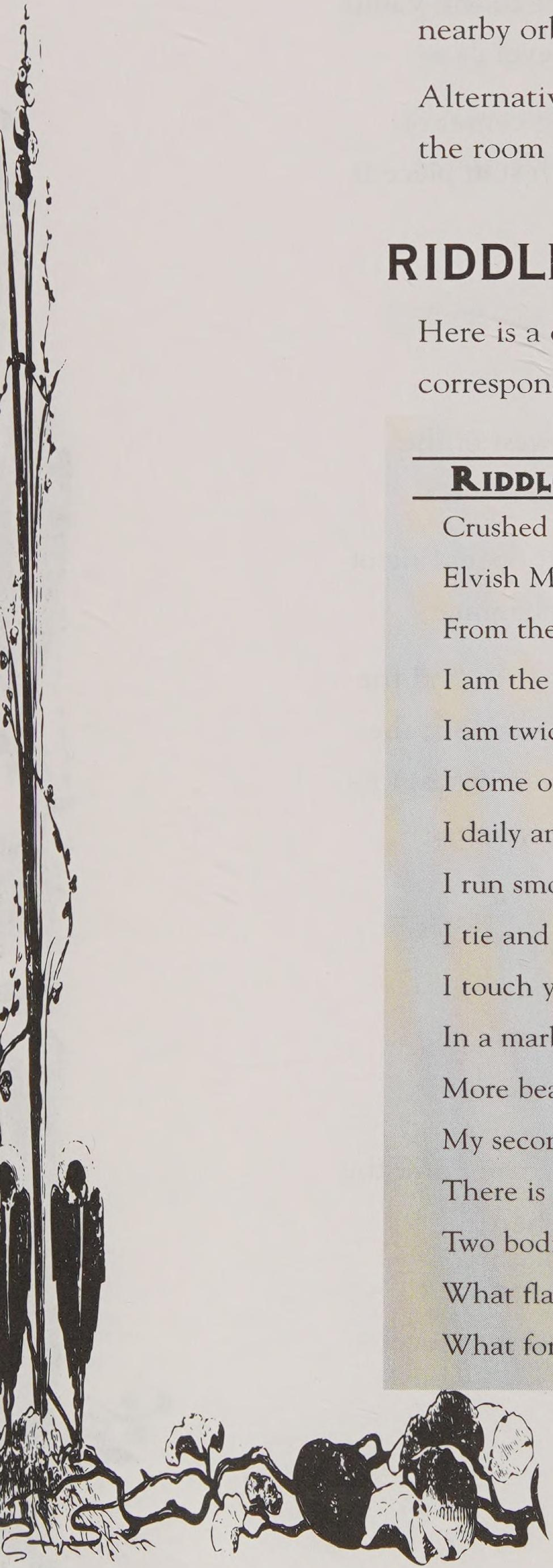
Jagar Tharn is in the center of the level. It's possible to kill him in combat and get a key that gives you access to the nearby orb you need to win the game.

Alternatively, you can just use the Passwall spell to get into the room with the orb.

RIDDLE INDEX

Here is a complete list of the first lines of riddles and the corresponding answers.

Riddle	Answer
Crushed beneathing trampling feet	GRAPE
Elvish Mithril and Argonian Silver	TIME
From the beginning of Eternity	E
I am the architect of this hall	THEODORUS
I am twice as old as three times the age	108
I come out of the earth	ONION
I daily am in Elsweyr	SUN
I run smoother than any rhyme	WATER
I tie and hold, capture and bind	LOVE
I touch your face, I'm in your words	AIR
In a marble hall as white as milk	EGG
More beautiful than the face of your god	NOTHING
My second is performed by my first	FOOTSTEP
There is a thing, which nothing is	SHADOW
Two bodies have I, both joined in one	HOURGLASS
What flares up, and does a lot of good	TORCH
What force and strength cannot get through	KEY



Riddle	**Answer**
What is neither fish nor flesh	GLOVE
What is the thing which comes in sheets	RAIN

ONLINE SUPPORT

1. Filename: AONDY.ZIP   Size: 38149

   Title: ONDINE DarkElf NightBlade TES:Arena (IBM)

   She's lean, she's mean—she's our own Ondine, A level 10 Dark Elf NightBlade! She's a veteran of 3O.I. quests, equipped with Necromancer's Amulet and Sorceror's Ring. She's parked in front of the castle in Rhihad City all set to go in and ask about Fang Lair (no staff pieces yet).

   This file replaces Saved Game .05, so be careful about loading it. This files requires "TES:Arena" from Bethesda Softworks to play, and needs PKUnzip (or similar) to decompress.

2. Filename: ARENAC.ZIP   Size: 58527

   Title: TES: ARENA Savegame "Acrobat Level 11" (IBM)

   If you're playing around with Arena but don't want to start a new character, this is a level 11 Acrobat, equipped with the Necromancer's

Amulet, the Ring of Phynaster, and the Ring of the Khajits. Armor rating -33, completed 3 Oghma Infinium Quests. Has an Ebony Broadsword, and has NO staff pieces. She's in the city of Rhihad in Hammerfell province. Place the files into SAVEGAME.09 (10th slot).

3. Filename: BSCON.TXT   Size: 25827

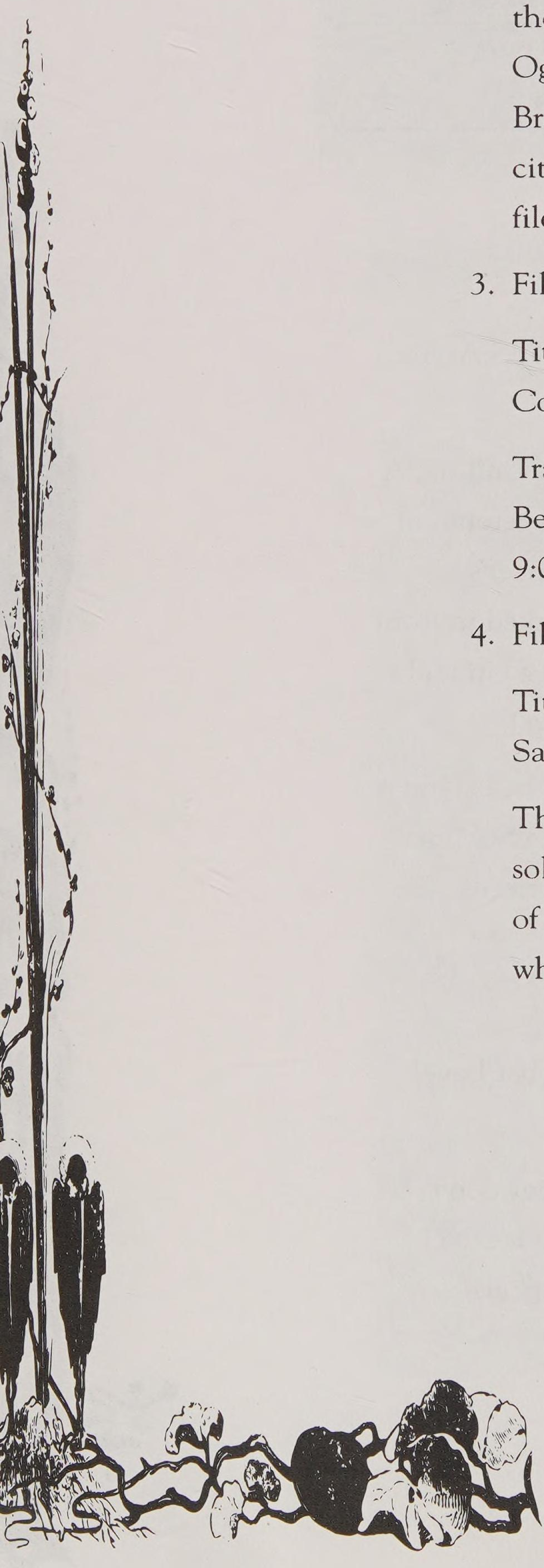
   Title: ARENA CD Bethesda Softworks Conference (Text)

   Transcript of the ARENA CD Conference with Bethesda Softworks, held Wednesday evening at 9:00 PM EST on November 16, 1994.

4. Filename: SOLECL.ZIP   Size: 42441

   Title: TES:ARENA Partial Solar Eclipse Savegame (IBM)

   This is a save game where you can watch a partial solar eclipse in TES:ARENA. Uses the 10th slot of your save games (*.09). Another great event while playing ARENA!



5. Filename: ARENA.RFX Size: 10244

   Title: TES: ARENA Artifact Hints and Descriptions (Text)

   This is a "hints" file for TES:ARENA by Bethesda Softworks. It contains descriptive information pertaining to the artifacts that are available in Arena. The effects, and class usage limitations, are also described.

BETRAYAL AT KRONDOR

VITAL INFORMATION

Publisher	Dynamix (Sierra)
CD-ROM	Yes
Completion Time	70 hours
Perspective/View	1st person
Movement	Smooth
Combat	Turn-based
Automapping	Yes
Diary	No
Party Size (Maximum)	Varies from 2 to 3
Save/Restore Game	Anywhere except combat

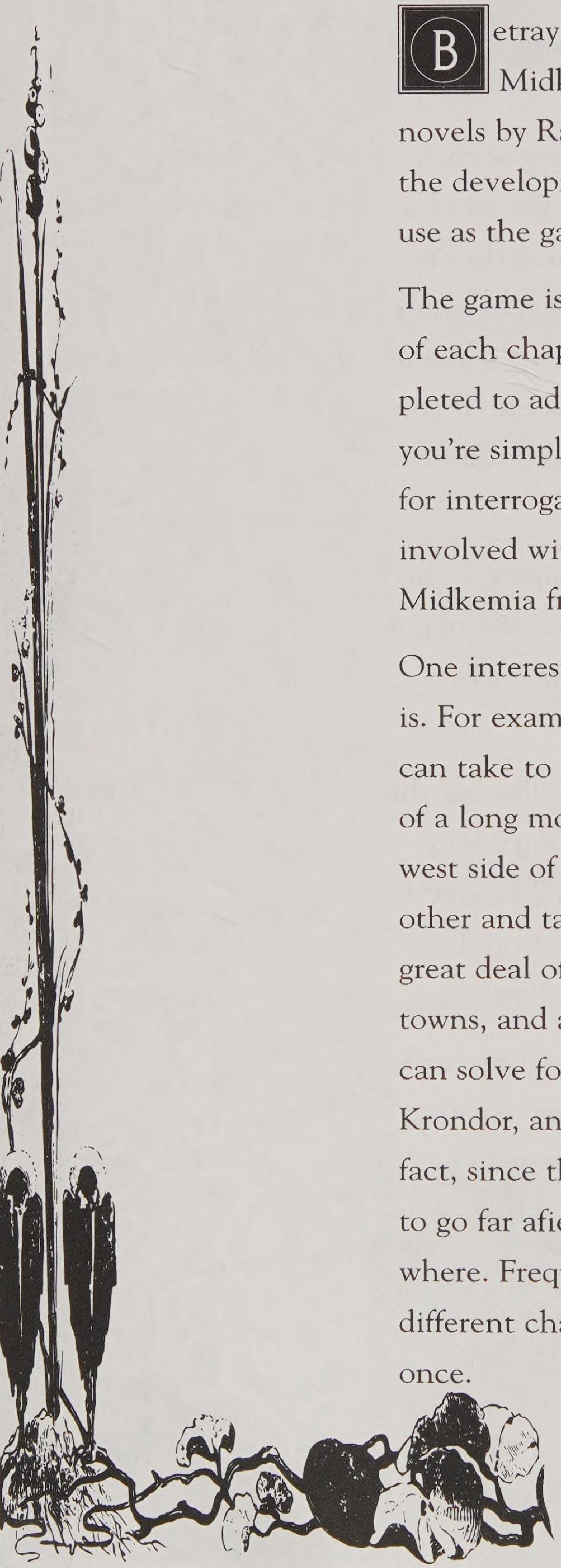
OVERALL DIFFICULTY **AVERAGE**

PART III

POWER TIPS

1. Bypass enemies lying in wait by hugging nearby mountainsides.
2. Check your inventory at the beginning of each chapter. Frequently, characters leave the party at the end of chapters and take everything they're carrying with them. Make sure that you're happy with the equipment you have, especially if you're in hostile territory and can't reach a store. If you need to, restore your last save game and redistribute your supplies.
3. If you don't have enough rope in Chapter 9, then you'll be unable to win the game. Your last opportunity to buy rope is in Chapter 6. Two coils should be enough.
4. Books can increase your character's skills, but they take a long time to read. Before starting a long study session, drop all your food. You'll be starving by the time you're through, but starvation doesn't kill you; it just prevents you from healing.
5. If your characters start getting poisoned for no good reason, it's probably because they're eating tainted food. Carefully inspect each bundle of rations and throw out the bad ones. (You can save yourself a lot of grief if you make a habit of inspecting food before you pick it up.)

ABOUT THE GAME



Betrayal at Krondor takes place in the land of Midkemia, which is the setting of a series of fantasy novels by Raymond E. Feist. Feist was closely involved with the development of the game, and wrote an original story for use as the game's plot.

The game is divided into several chapters. At the beginning of each chapter, you're given a quest, which must be completed to advance to the next chapter. In the first chapter, you're simply asked to escort a prisoner to the city of Krondor for interrogation. Needless to say, by the final chapter, you're involved with more difficult, desperate quests to save all Midkemia from destruction.

One interesting thing about the game is how open-ended it is. For example, in your first quest, there are two roads you can take to your destination—one that follows the east side of a long mountain range, and one that heads around the west side of the mountains. You can simply choose one or the other and take it to your destination, but you'll be missing a great deal of the game. Each road passes through several towns, and almost every town has a minor quest or puzzle you can solve for a reward. You might want to go all the way to Krondor, and then backtrack and explore the other road. In fact, since there's no time limit for the game, you might want to go far afield and see what adventures you can find elsewhere. Frequently, the same town has different puzzles in different chapters, so it's worthwhile to visit them more than once.

WALKTHROUGH

CHAPTER 1

Travel south to Krondor. You'll run into tougher opponents as you get farther south, so you might want to explore roads in the north for a while and build up gold and experience.

You won't be able to enter the castle directly; find the sewer entrance on the cliffs. Use ropes to swing across gaps in the floor. In the northwest, you'll be able to save James, who gives you a key to leave the sewers. Go east, and climb every ladder you find until you find a grate that your key opens.

CHAPTER 2

Backtrack through the sewers and leave Krondor.

Explore Silden to find information about Guild Seals. If you catch the plague, you can get healed at a temple.

Find some Guild Seals in a barn west of Lyton, and you'll be able to enter Romney.

CHAPTER 3

Travel north to the Temple of Kahooli and talk to the priest. To get more information from him, drop all your food and then rest until your party is starving.

Find and kill Navon Du Sandau, near the town of Kenting Rush, and get the Cellar Key from him. Attempt to use the well in Kenting Rush and you'll discover that it's locked. Buy a Virtue Key if you don't already have one, and you'll get a Knight's Piece.

Find the waterfall north of the Temple of Banath. It's at the end of a dirt road that forks off to the left. If you have the Knight's Piece, you'll be able to explore the caverns behind the waterfall. Use the Cellar Key to get into a room with a chest and use the word Darkness to open it and get the evidence you need.

CHAPTER 4

Search the dungeons carefully for the keys that you'll need to escape Sar-Sargoth. Nearby, you'll find an emerald and a reference to Nalor's Rib.

Work your way south and west to Nalor's Rib, a large stone slab. Using the emerald on it kills all the enemies in the general area and saves you a lot of fighting.

Go south past Armangar and attempt to cross the bridge. The guards ask you for a password. Go back to Armangar and talk to Irmelyn in the tavern. He'll send you to the Naphtha mines to the northeast.

Once you've rescued Obkhar, he'll send you to see Cullich, who lives in a house south of Caern. Cullich teaches you a spell. Go to Harlech and cast the spell to talk to Moreaulf, who will give you the password for the bridge.

Go back to the bridge, and give the password to the guards.

CHAPTER 5

Go to Northwarden and talk to Baron Gabot, and then talk to Duke Martin, near the castle. Martin asks you to set a trap for the invaders.

The three chests he describes are behind some hills to the northwest. The words to open them are “onion,” “outside,” and “door.” Use Coltari poison to poison some rations, and place them in the chests. Return to Martin.

You’ll need to bribe your way past the goblins in the north. If you don’t have enough money, talk to Tamney the Minstrel in a barn in Dencamp. (The door is hard to open, and you may need to buy some Fadamor’s Formula to boost your strength.) Go east to the cavern and find the Geomancy Stones. Tamney gives you some diamonds for them, and you can sell the diamonds for bribe money.

Go to Raglam and try talking to the engineer who lives near the tavern. Have someone with low barding skill attempt to play the lute, and the engineer then tells you where to find the missing catapult part. (If you need to, you can temporarily lower your barding skill through excessive use of liquor.) Retrieve the catapult part, then go back east to the catapult, install the part, and fire it.

You'll now be able to go back to Raglam and get Kroldech's plans. Return to Martin.

Finally, travel southeast of Dencamp until you encounter the six Moredhel spellcasters. Kill all of them.

CHAPTER 6

Search the Krondor sewers. Find the Idol of Lassur on the second level, and give it to Katt on the first level.

Travel to Malac's Cross and talk to Abbot Graves. Go to Sloop and talk to Mitchell Waylander, then take the note he gives you back to Abbot Graves.

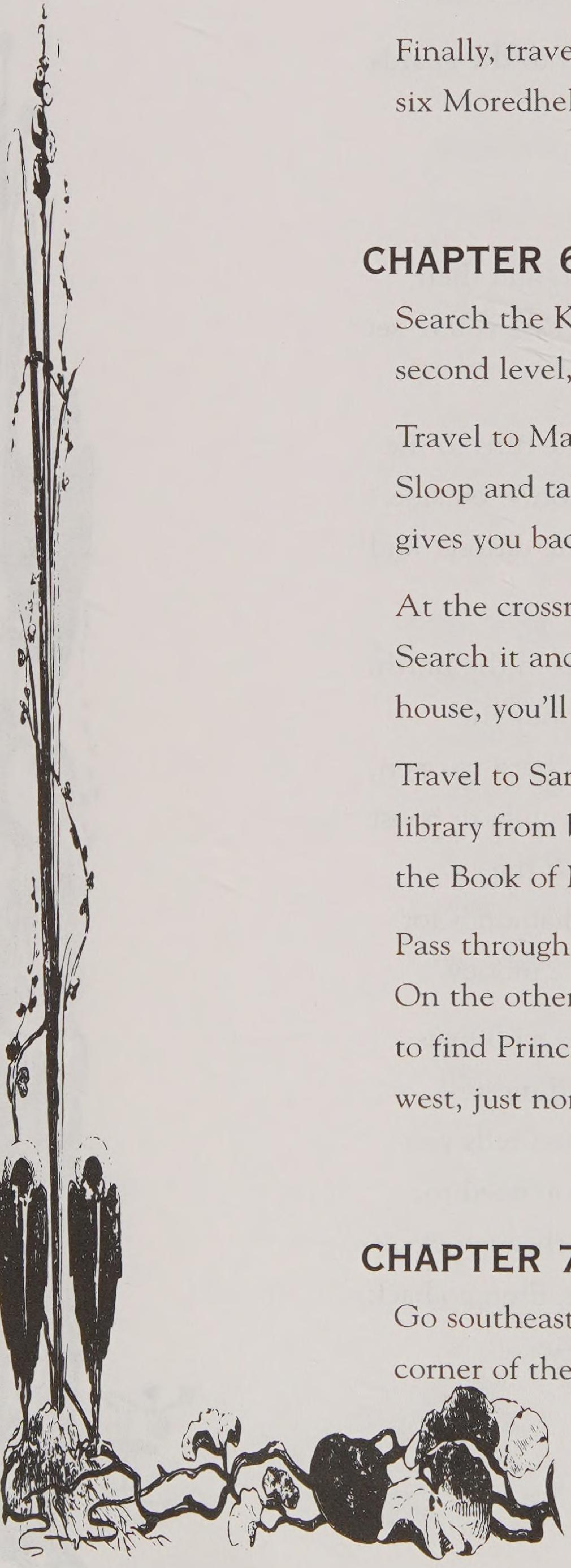
At the crossroads near Krondor, you'll find a dead body. Search it and get the key to Stellan's House in Eggley. In his house, you'll find a map.

Travel to Sarth. With the map, you'll be able to enter the library from below. Search the shelves for information about the Book of Macros.

Pass through the Mac Mordain Cadal (southwest of Lamut). On the other side is the forest of Elvandar. Travel northeast to find Prince Calin, and then find the Ancient Ruins to the west, just north of a river.

CHAPTER 7

Go southeast to meet Martin and Obkhar. In the northeast corner of the forest is a chest that gives you the password for



the guarded bridge. The combination for the chest is "snowflake."

Once across the bridge, go east until you meet Moreaulf, and then far to the southwest until you find the chest he describes. The combination is "victory."

Next, go north to a heavily guarded house. Fight your way inside and talk to Phillip. He gives you an item to destroy the Rift Machine.

The Rift Machine is in the center of the forest, in an area that appears to be entirely surrounded by mountains and rivers. Try to walk through the mountains until you find the section that is an illusion. Destroy the Rift Machine.

CHAPTER 8

Search the buildings in the northeast of the island for the crystal staff that you'll need to cast spells. You'll need crystallized mana to charge the staff with; this can be found after combat, and also by clicking on some types of crystal growths.

Talk to the pillars in the north part of the island. Find the Cup of Rlln Skrr in a guarded building far to the southeast. Return the cup to the pillars and you'll be taken to Pug.

Travel to the southwest corner of the island, and search under a pile of rocks to find the "Strength Drain" spell.

Find the cavern in the south-central part of the island. Explore the cavern. Gamina is being held by Wind Elementals, who can only be killed by casting "Strength Drain."

CHAPTER 9

Find the Ward of Ralen-Sheb, a key that is carried by a goblin near the beginning of the dungeon. Find the stairs to the second level to the northeast.

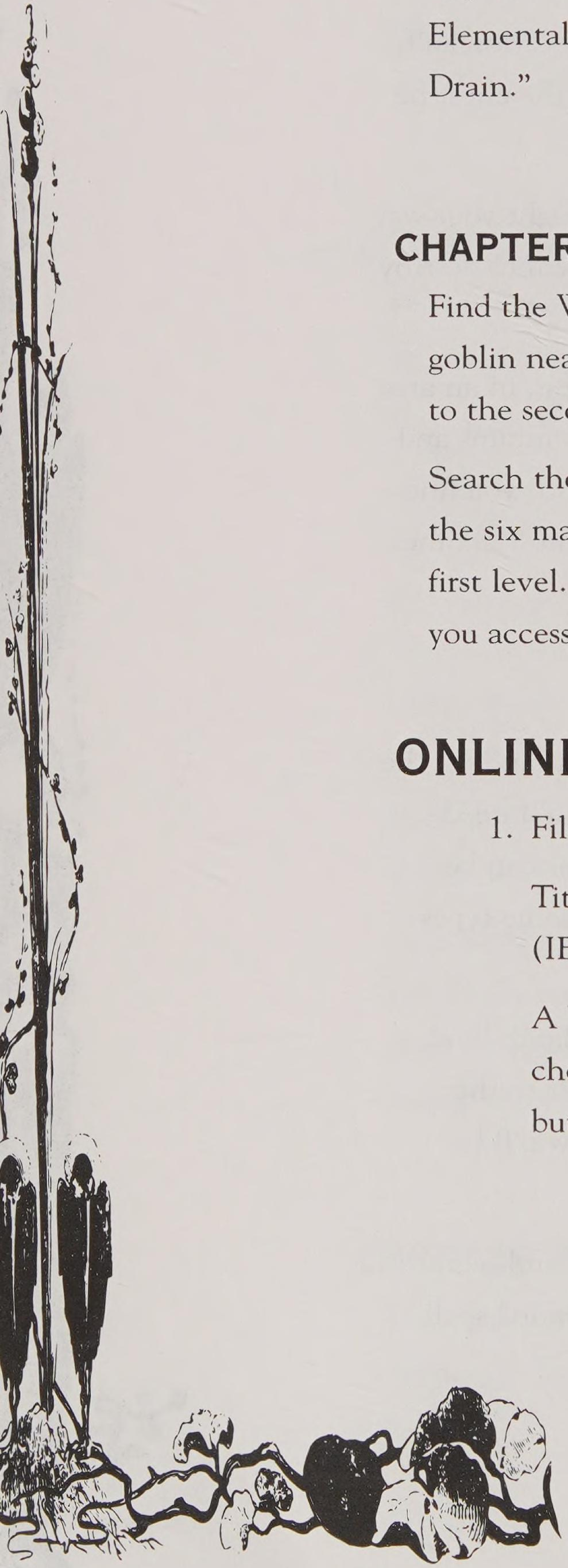
Search the second level completely, finding and killing the six mages. Once this has been done, go back to the first level. A magical barrier has been lowered, giving you access to the final battle.

ONLINE SUPPORT

1. Filename: PROJEC.ZIP Size: 265641

   Title: Betrayal at Krondor Riddles Solver (IBM/Windows)

   A VBrun application that gives partial clues to chests—that is, makes it easier to figure 'em out, but doesn't have to give you the whole thing.



2. Filename: WRDLCK.TXT Size: 1468

   Title: Betrayal at Krondor Wordlock Chests Solves (Text)

   This is a file with all possible solutions to the wordlock chests in Krondor. It should help when you're really stuck with a chest.

3. Filename: KRONPU.ZIP Size: 7372

   Title: Betrayal at Krondor Chest Riddles/ Answers (ZIP)

   A complete set of chest riddles and answers. Unzip with PKUNZIP version 2.04 or later.

4. Filename: KRNDRM.GIF Size: 3354

   Title: Betrayal at Krondor Map of Krondor Sewers (GIF)

   This is a map of the sewer system underneath Krondor itself. Important locations in several chapter visits are marked and noted.

5. Filename: MCMRDL.GIF Size: 2575

   Title: Betrayal at Krondor Map Lower MacMordain Cad(GIF)

   This is a GIF map of the lower level of the MacMordain Cadal as of Chapter 6 on the way to Elvandar in Betrayal at Krondor. Important parts of the level have been labeled.

6. Filename: MACMRD.GIF Size: 2979

   Title: Betrayal at Krondor Map-Upper MacMordain Cad(GIF)

   This is a map of the upper level of the Mac Mordain Cadal (caves to Elvandar) as of Chapter 6. The important parts of the level have been labeled.

CHEATS

POTIONS

Procure the maximum number of potions when like potions are found on conquered enemies or in chests. Click your potions, then the chest; when queried on the number of potions to give up, hit the spacebar. The chest or conquered enemy now has the maximum number of potions allowable (usually 20).

HIDDEN CHEST

To open a secret chest, hold down <alt>-<right shift>-<~>from the overhead view. From here, you get a chest: you must enter a code for each chapter. The codes for the 9 chapters are: 1. 6478 2. 9216 3. 7702 4. 2132 5. 5052 6. 0680 7. 0194 8. 4743 9. 9995.

DARK SUN: SHATTERED LANDS

VITAL INFORMATION

Publisher	Strategic Simulations
CD-ROM	Yes
Completion Time	40-50 hours
Perspective/View	Overhead
Movement	Smooth
Combat	Turn-based
Automapping	Automapping for most sites
Diary	No
Party Size (Maximum)	4
Save/Restore Game	Anywhere except combat

OVERALL DIFFICULTY AVERAGE

POWER TIPS

1. Psionic spells are fairly weak and should only be used as a last resort.
2. Suggested party: cleric, preserver, thief, and gladiator.
3. A thief, established as party leader, is absolutely essential to completing the game.
4. Dropped objects can provide a path and may be retrieved without penalty.
5. The maximum allowed level in the game is fairly low, and single-class characters hit it early in the game. Your characters should all be double- or even triple-classed.
6. Haste spells are very effective in the final battle.

BUG ALERT

In early versions of the game, your computer locks up just after you win the final battle, and you won't get to see the congratulatory sequence. A patch is available from SSI.

ABOUT THE GAME

SSI's Dark Sun series is based in the Dungeons and Dragons Dark Sun campaign setting. It takes place in a land where mages have learned to cast spells of immense power by draining natural energy from their surroundings. Centuries of this have turned the land into a barren desert, ruled over by wizards of almost godlike power.

Since such spells are inherently evil, you're forbidden to cast them. Any mages you play belong to the class of Preservers, who have chosen to limit themselves to standard Dungeons and Dragons spells.

At first blush, combat looks like real-time; actually it is traditionally turn-based, where the most dexterous characters move first and, sometimes, more than once.

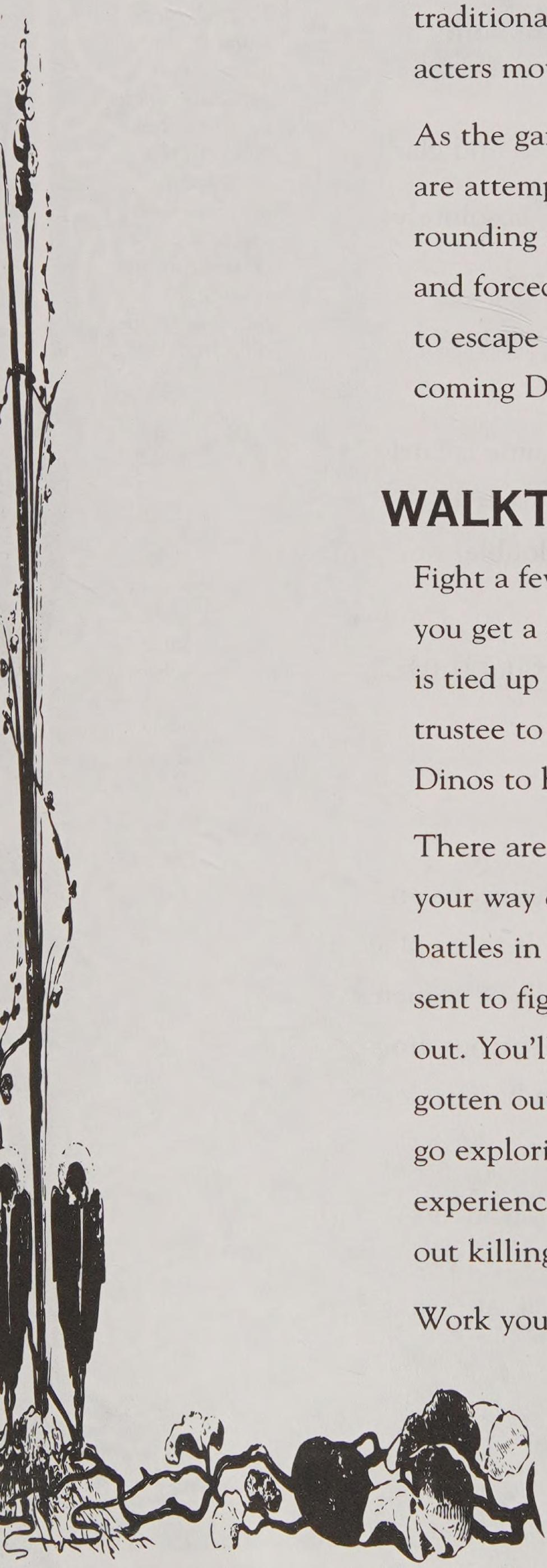
As the game opens, the evil wizards in the city of Draj are attempting to increase their control over the surrounding area. Your four characters have been captured and forced to fight as gladiators in the arena. Your goal is to escape and unite the surrounding villages against the coming Drajian attack.

WALKTHROUGH

Fight a few battles in the arena to get experience. When you get a chance, bring some water to the prisoner who is tied up in the arena proper. In the slave-pens, get the trustee to let you see Dinos. Talk to Gilal, and then get Dinos to help you to gain some information.

There are several ways to escape. You can simply fight your way out of the slave-pens, or you can win a lot of battles in the arena and then ally with Scar when you're sent to fight him. Or, you can attempt to bribe your way out. You'll be escorted towards a trap, but, once you've gotten out of the slave-pens, you can lose your escort and go exploring on your own. Note that you'll get a lot of experience points if you're able to escape the area without killing or alerting any of the guards.

Work your way to the sewers, in the far northwest.



SEWERS

Check all the drains; many of them contain treasure.

Kill the Tari in the room in the center of the map, and use the bone crank to open a door and rescue the chief's daughter. Take her to her father, and then join the Tari in fighting off the enemy tribe.

Talk to the skulls to get permission to take the Staff of Parting. You can use it to reach Dagolar's Lair to the north, or simply bypass this area and take the exit, also in the north.

WARNING

This is a very dangerous area, and there is a large section where you can neither leave nor rest. While it's possible to get through this, it's safer to skip it and then come back later, when you have more experience and magic weapons.

DAGOLAR'S LAIR

Kill four guards and wear their necklaces to pass the Door of Eyes. After this, do as little fighting as possible. Find the room with the zombie in it, and let him follow you. He'll deactivate a trap and lead you to the battle with Dagolar. Once Dagolar and his minions are dead, you can find a place to rest, and then explore the rest of the level.

FIELDS

Get a large gem from the slave to the north, and place it on a pylon to the west. Later on, you can use this as a teleportation device.

Another slave offers to draw off the guards so that you can escape, but it's hardly worth the trouble. Just kill the guards and exit to the north. Look for a fire pit at the beginning of the new area.

TEAQUETZL

Travel due north through the desert until you reach a large town. Talk to everyone there. The Visionary has the Llod's Rod, which lets you teleport to any pylon with a gem.

Turn the handle on the well to drain it, and then climb down. Talk to Tynan, and get the gem for the Teaquetzl Pylon.

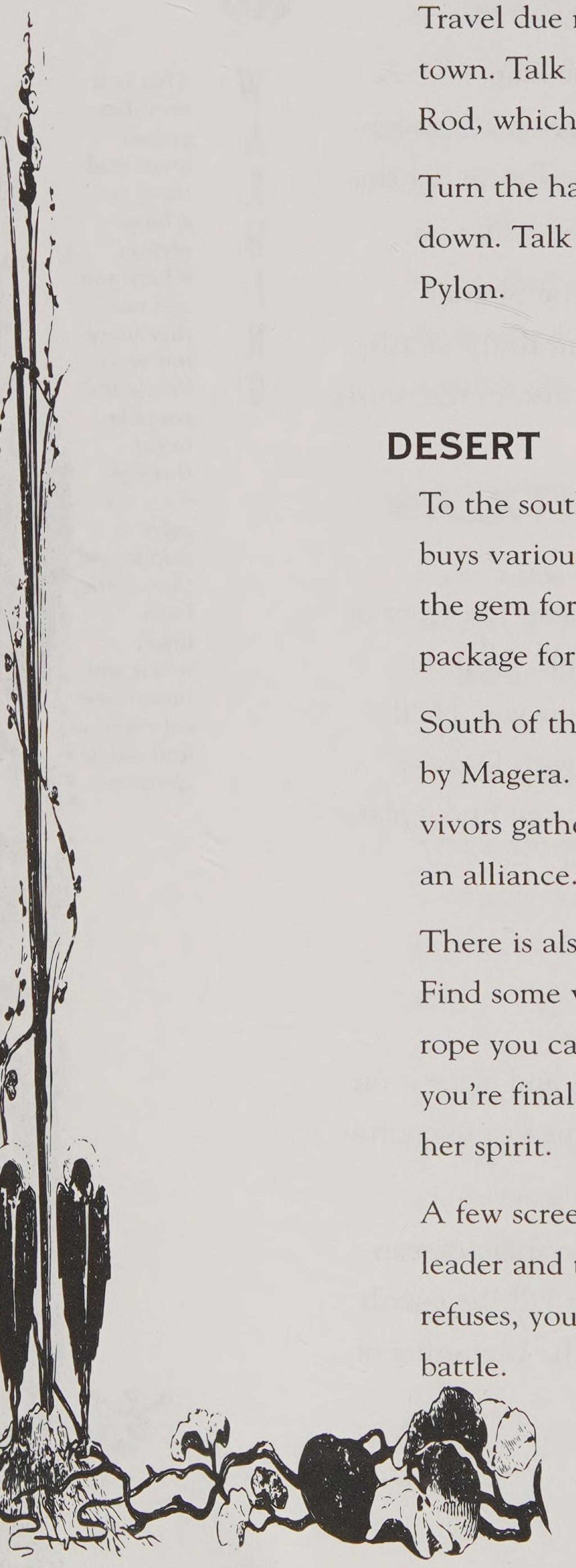
DESERT

To the southeast is a large mesa. At the top is a man who buys various monster parts from you. He'll also give you the gem for the teleporter in this area. Agree to deliver a package for him.

South of the mesa is a wagon train that has been attacked by Magera. Kill all the Magera in the area, and the survivors gather back at the wagon. Get the leader to agree to an alliance.

There is also a bridge in the area with the wagon train. Find some vines, and use them on the bridge to make a rope you can climb down. Talk to Tristam repeatedly, until you're finally able to get her Heart Stone. Use it to absorb her spirit.

A few screens to the north is an Elven Slaver. Talk to the leader and try to persuade him to join your alliance. If he refuses, you'll have to kill him. Talk to the slaves after the battle.



ELVEN CARAVAN

The caravan is just north of the slavers. Sell any equipment you don't need, and offer to kill the Wyvern Riders. You can also buy a gem for the teleportation pylon here.

WESTERN DESERT

To the southwest is an area with sand paintings. Dig in the "eye" of the dragon to find A'Poss's Heart Stone, then continue west to Cedrilite.

CEDRILITE

Kill the bandits and wyverns. Be careful around the wyverns; they can poison you. The village leader gives you the teleportation gem, and Krikor helps you find the bandit's hideout.

Inside the cave, talk to the outcast and agree to his plan. Use his rope to climb the cliff and talk to the spiders. In the room with the floor design, break down the bricked-up passage. Wear the four necklaces, and get the star pendant.

Talk to the Queen and offer to help her. Go all the way east to a cavern with a mysterious hole in the floor. Drop the pendant into the hole to remove the curse. Next, ally with the Prince and kill the Queen, then take the Prince to the Mindhome to negotiate with them. Once this has been done, one of the Mindhome people leads you to the bandit's hideout.

BANDITS

To reach the second level, go to the northeast part of the castle. Kill as many wyverns as possible before the guards spot you and open the cages.

On the second floor, talk to the Wind Druid in the northwest and get the key. Kill the Wyvern Master in the southwest and get the hook, then trade it to the Druid for the Wind Potion. Go northeast, kill Tara, and quickly use the Wind Potion before she recovers. Get Tynan's heart here.

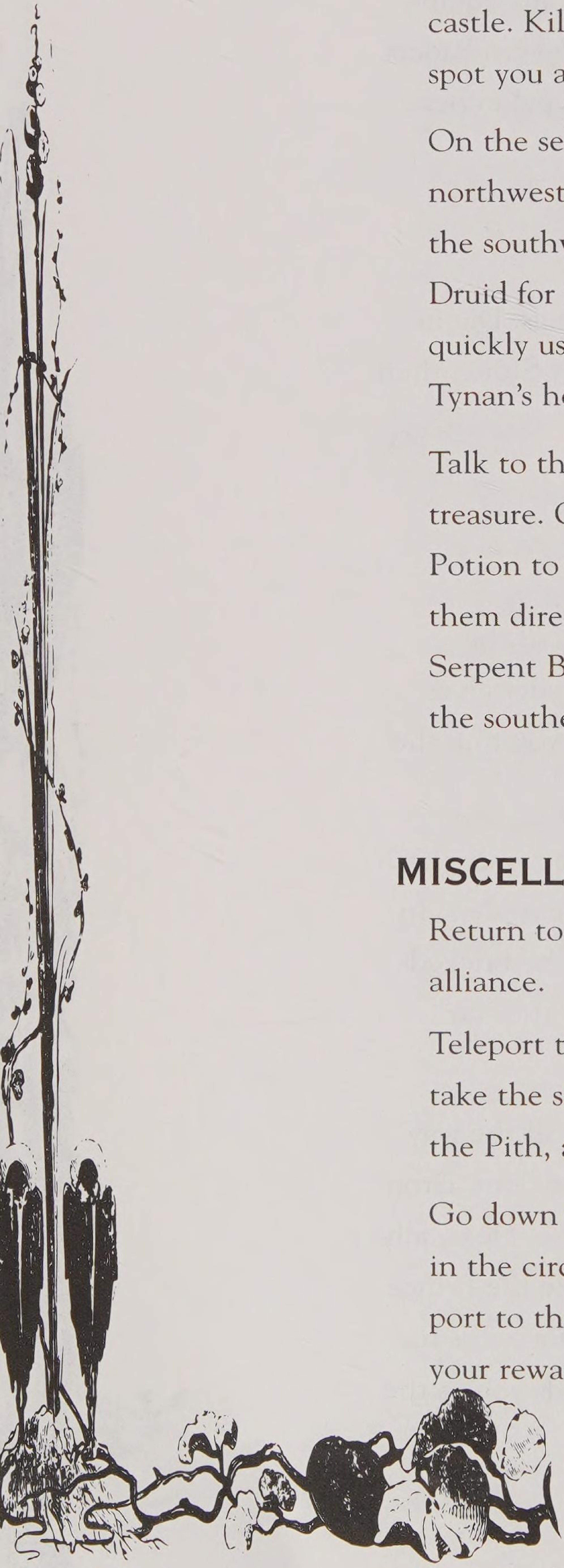
Talk to the Druid again to find out about the hidden treasure. Go back to the first level, and use the Wind Potion to destroy the sigils and free the zombies. One of them directs you to the Serpent Boots. By wearing the Serpent Boots, you'll be able to get through the wall in the southeast.

MISCELLANEOUS BUSINESS

Return to Cedrilite and get Chaya to agree to an alliance.

Teleport to the Elven Caravan, collect your reward, and take the second mission. Teleport to Teaquetzel, deliver the Pith, and agree to deliver the Pith Extract.

Go down the well and use Tynan's heart on him. Stand in the circle on the floor, and use the heart again to teleport to the altar. Drop both hearts on the altar to get your reward.



GEDRON

Linara is the only person in Gedron who isn't possessed. Deliver the Pith Extract to her. Next, talk to Wyrmias. Don't antagonize him, and agree to get the statue parts he needs.

The first statue piece is one screen to the east, guarded by some Ssurans. The second statue piece is north of there. Kill all the Magera, and find the grappling hook near a tent to the north. The grappling hook can be used to raise the broken bridge and reach the west edge of the map.

Break Jasmine's chains, and kill the silt monster and the druid to get the second statue piece.

Return to Gedron and give him the statue pieces. After he animates that statue, kill him before he runs off. (If he escapes, he'll reappear in the final battle.)

Go north and talk to the leader of the slavers. You can convince him to leave or just kill him. Tell the slaves the Wyrmias is dead and they'll return to the village.

Talk to the Mayor in Gedron to form an alliance. The teleportation gem is hidden under a rug in Wyrmias' room.

MAGERA

To stop the Magera raiders, travel to the giant skull in the far east of the map. Bluff your way past all the guards and find the exit to the abandoned temple. Kill the demons, and then talk to the shadow in the corner.

Go back to the Magera room, and talk to the Blind One in the far southwest. Have him follow you to the temple, and then go back and start a slave's revolt.

Take the east exit to Balkazar's Fortress. He cannot be killed until the mirror in his room has been broken. The shadow in the temple rewards you for this, as will the Elven Caravan. Get the Caravan to join the alliance, and return to Teaquetzl.

KORBNOR

Talk to the Council and the Visionary in Teaquetzl, and leave town to the south to reach the lost city of Korbnor.

Find Cragg's shade and ask him for help. Go to a teleporter in the northwest, then find Cragg's body in the northeast. Return it to Cragg to get the Genie Bottle.

Ask the genie to duplicate a weapon for you, and to help you defeat the army. Save your third wish for later. You'll be teleported to the final battle.

THE FINAL BATTLE

The first phase of the battle is fairly easy. When it's complete, save the game, and use your third wish to fully heal and regain all your spells. Quickly cast some Entangle spells to slow down your opponents, and some Walls of Fire to damage them while they're entangled.

Elementals are useful to distract the enemy. Kill as many of the monsters as you can with spells; avoid hand-to-hand combat as much as possible.

ONLINE SUPPORT

1. Filename: DS1SAV.ZIP   Size: 417337

   Title: Dark Sun: Shattered Lands Save Game for DS2 (IBM)

   Dark Sun I: Shattered Lands save game file for transfer to Dark Sun: Wake of the Ravager. The party has TWO El's Drinker swords.

   [72627,3554] Danny Low

2. Filename: DRKSUN.WLK   Size: 40688

   Title: TEG: Dark Sun I: Shattered Lands Walkthrough (Text)

   THE ELECTRONIC GAMER (tm): Walkthrough of Dark Sun I: Shattered Lands by SSI. [Copyright (c) 1993 by Danny Low and THE ELECTRONIC GAMER. All rights reserved. Not to be distributed without permission.]

3. Filename: DSART.ZIP Size: 127535

   Title: Dark Sun Illustrations (ZIP/PCX)

   ITB YILDRO'S most recent work: Dark Sun pics! Uploaded with permission from original author . . . enjoy! Requires a viewer that can display .PCX picture files. [SysOps's note: These are separately drawn pictures, not screen shots from the game.]

DARK SUN: WAKE OF THE RAVAGER

VITAL INFORMATION

Publisher	Strategic Simulations
CD-ROM	Yes
Completion Time	45 hours
Perspective/View	Overhead
Movement	Smooth
Combat	Turn-based, tactical
Automapping	Yes
Diary	No
Party Size (Maximum)	4
Save/Restore Game	Anytime, except combat

OVERALL DIFFICULTY **MEDIUM**

BUG ALERT

Early versions of the game are extremely buggy. Don't attempt to play unless you have the patch from SSI.

Even with the patch installed, there are a few annoyances, mostly having to do with game design. For example, sometimes doors are unlocked by holding the key and clicking it on top of the door. With other doors, though, this doesn't work; you have to examine the door and select "use key" from a menu.

Also, unless you've configured your computer correctly, the game is so slow that it's unplayable. It isn't discussed in the documentation, but you'll want to have at least 4 megabytes of memory, so that you can set up a 2 megabyte disk cache. (You can set up a disk cache by using SMARTDRV.EXE, which comes free with MS-DOS. Check your DOS or WINDOWS manuals for more information.)

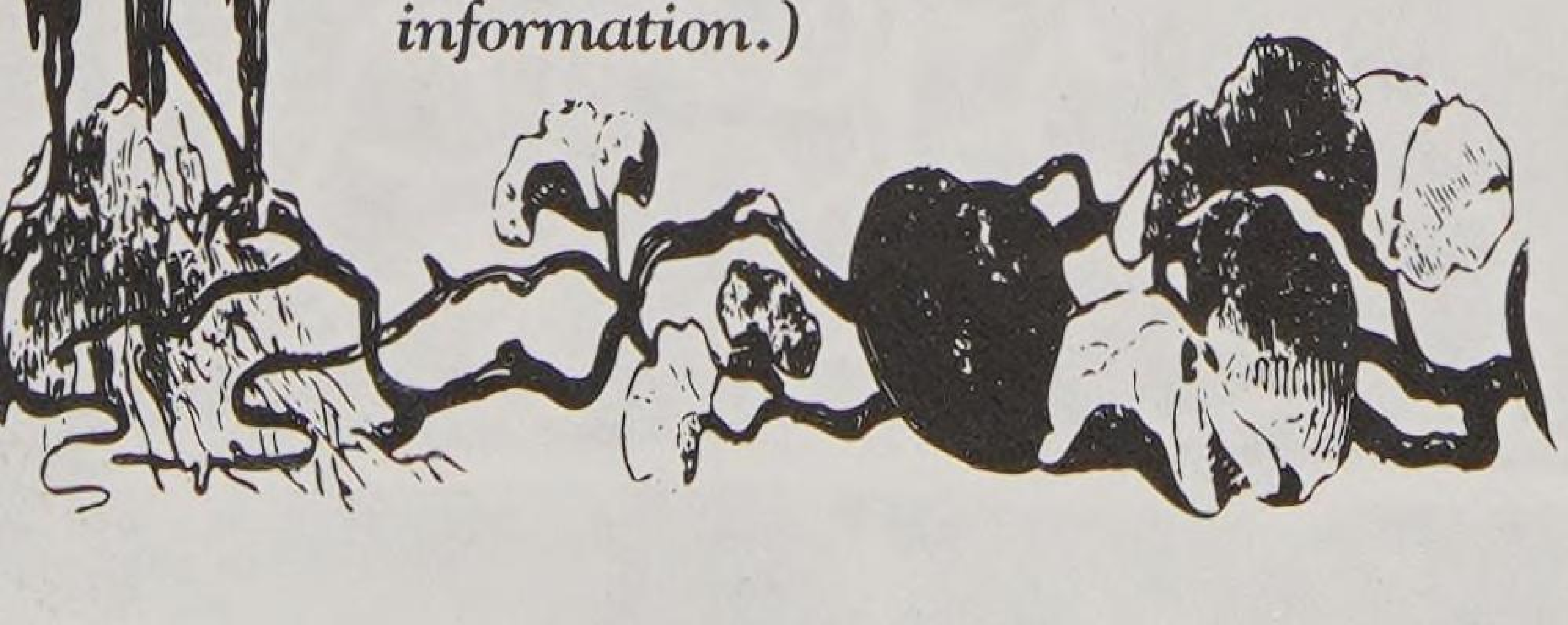
POWER TIPS

1. A good starting party is a half-giant gladiator, a fighter-mage, a fighter-druid-thief, and a fighter-mage-druid, of whichever races you like. Although thri-kreen can't wear armor, they get an extra "bite" attack that can frequently paralyze opponents.
2. To get through tough battles, try casting Haste or Improved Haste on your gladiator. He'll be able to attack a dozen or more times each round.
3. Poison the mindslayers using the pots in the room directly to the west.
4. For the wizard's imprisonment, mix Baya, Erdu, Randar, Herb, Bardini, Blossom, and Sethull in that exact order.

ABOUT THE GAME

This is the sequel to Dark Sun: Shattered Lands; it is set in the same world, and uses the same game engine.

As the game begins, your party has arrived in the city of Tyr. Tyr's sorcerer-king recently died, leaving no heir, and the city is in a state of near-anarchy. The tyrannical dragon-king of a neighboring city has set his sights on Tyr, and your quest is to keep him at bay until the Tyrians can stabilize their situation and set up a less brutal government.



WALKTHROUGH

TYR

Before the first battle, remove all shields and two-handed weapons to ensure that each character can attack with both hands. Have someone equip the Dragon Bane dagger that's in your inventory.

After the first battle, talk to Arslan about joining the Veiled Alliance. To finish his quest, you'll need to find Fayina and run some errands for her. She'll give you a key and some instructions.

Use the key to unlock the door in the far northeast side of town, and listen to the Draxan plot (also check the chest for treasure). Open the next door over by knocking twice, then once. Tell the Templar about the plot, and he'll give you a key. Get the book from the storage room and return to the Templar. Finally, use the teleporter inside the cabinet to enter the last room and kill Kalaobuta. Go back to Arslan, and he'll let you join the Veiled Alliance.

Before you visit the Alliance, finish exploring town. Buy a pickax, a crowbar, and a grappling hook in Shadow Square. One of the merchants tells you about an entrance to the Thieves' Guild, and Notaku will offer you money in exchange for various monster parts.

In Acar's house is a magic tapestry which teleports you into a strange room. To escape, use the vials on the brazier in the following order: Leaves, Blood, Powder, Herb, Elixir, Blossom, Oil.

THIEVES' GUILD

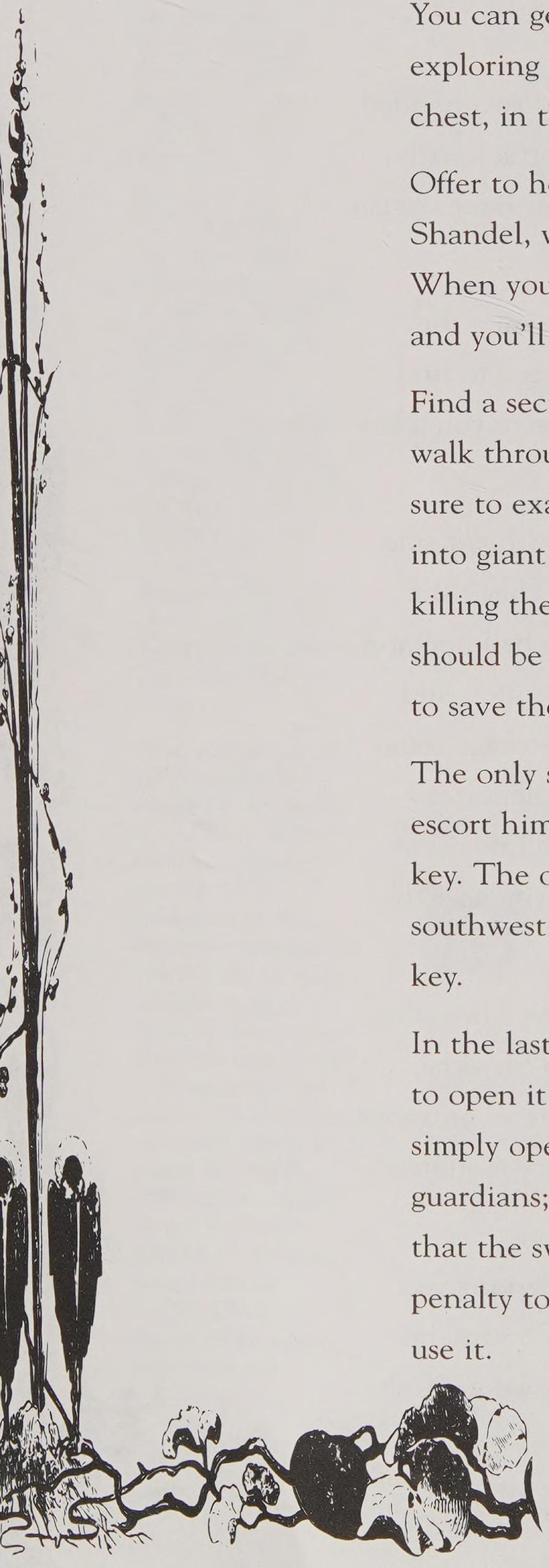
You can get some nice weapons and lots of treasure by exploring the Thieves' area. The entrance is hidden in a chest, in the bar on the east side of town.

Offer to help the thieves and you'll be directed to Shandel, who sends you to kill some Umber Hulks. When you return for your reward, the camp is attacked and you'll be sent out on a rescue mission.

Find a section of rubble on the west wall that you can walk through to reach the Temple. Inside the temple, be sure to examine every pile of bones. Some of them turn into giant skeletons, and you can get magic weapons by killing them. When you're done, all of your characters should be carrying magic weapons in both hands. Be sure to save the giant skeleton skulls for Notaku.

The only surviving captive is off to the north. Free him, escort him to the entrance, and he'll give you half of a key. The other half can be found on a dead body to the southwest. Combine the two halves to make a complete key.

In the last room, you can use the key on top of the coffer to open it and get the Bloodletter sword. You can also simply open the coffer by hand and fight off the guardians; they're not too terribly tough to beat. Note that the sword has a +4 bonus, but it also adds a 4-point penalty to your armor class, so you might not want to use it.



VEILED ALLIANCE

Tell Arslan that you're ready to go to the Veiled Alliance. If you have trouble following him, go into the Options screen and turn Animations Off.

You need to be near the bathhouse door when he arrives; he'll tell you how to manipulate the fountain inside to open a secret door. Once inside, talk to everyone until you've gotten your next quest: Attack the pyramid. Be very careful around Matthias' book. It can hit you with a Feeblemind spell, which can only be reversed by casting the 6th-level clerical spell Heal.

There are also two side-quests you can do here, by entering the tapestries. In the Chandelier tapestry, quickly switch your cursor to the "Eye" before combat starts. Now you can pick up the six crystal fragments and repair the chandelier. Walk around afterward to get your reward.

In the mirror tapestry, you must do the following: Put the cloth on the bust of Tamind, the coins on Kaldumeir, the book on Biblid, and the mirror on Finali. Break the bust of Khildril. Put the bust of Ellith in your inventory, and put the bust of Horace on Ellith's pedestal. Put the eight mirror fragments into the mirror and walk up to the mirror to be teleported out.

THE PYRAMID

Talk to Tasarla and get citizenship papers from her. With these, you can talk to Dhukkar in Tovar's house. Go into the back room and search the bookshelf to get a key.

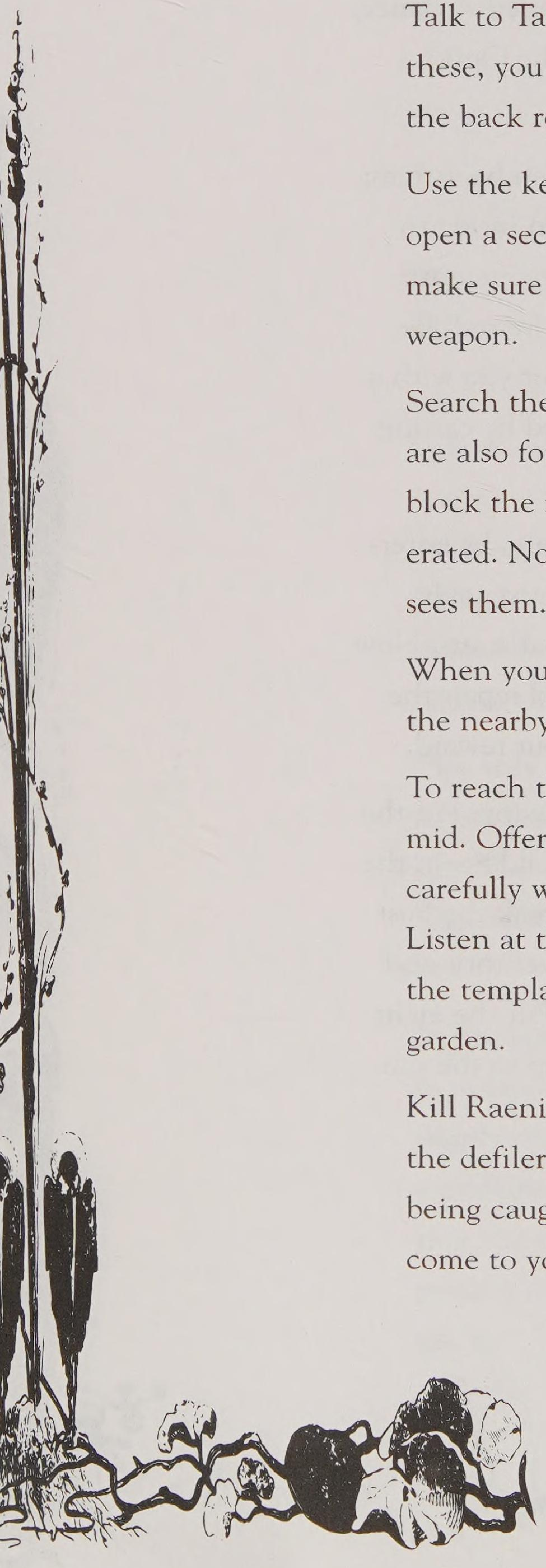
Use the key on the statue in the far east side of town to open a secret passage to the Pyramid. Before entering, make sure that you have some magic fruit and a missile weapon.

Search the grates in the outer passage for treasure. There are also four corks you can find here; they can be used to block the round passages and stop Feyrs from being generated. Note that Dream takes down the corks when he sees them.

When you reach the statue, use a missile weapon to flip the nearby lever and turn the statue so that you can pass.

To reach the garden, enter the grate halfway up the pyramid. Offer magical fruit to the imprisoned mage and carefully walk around his cage to the north passage. Listen at the grate there, and then go through and attack the templars. The teleportation cabinet takes you to the garden.

Kill Raenika as soon as possible, and the garden attacks the defilers. Stand next to the cabinet to keep from being caught in the crossfire, then wait for the enemy to come to you.



VEILED ALLIANCE

You might want to set difficulty to Easy before returning to the Veiled Alliance HQ. You'll have to fight five groups of Templars, and you won't have a chance to rest and heal until they've all been defeated.

To make matters worse, you need to keep Romila and Matthias alive.

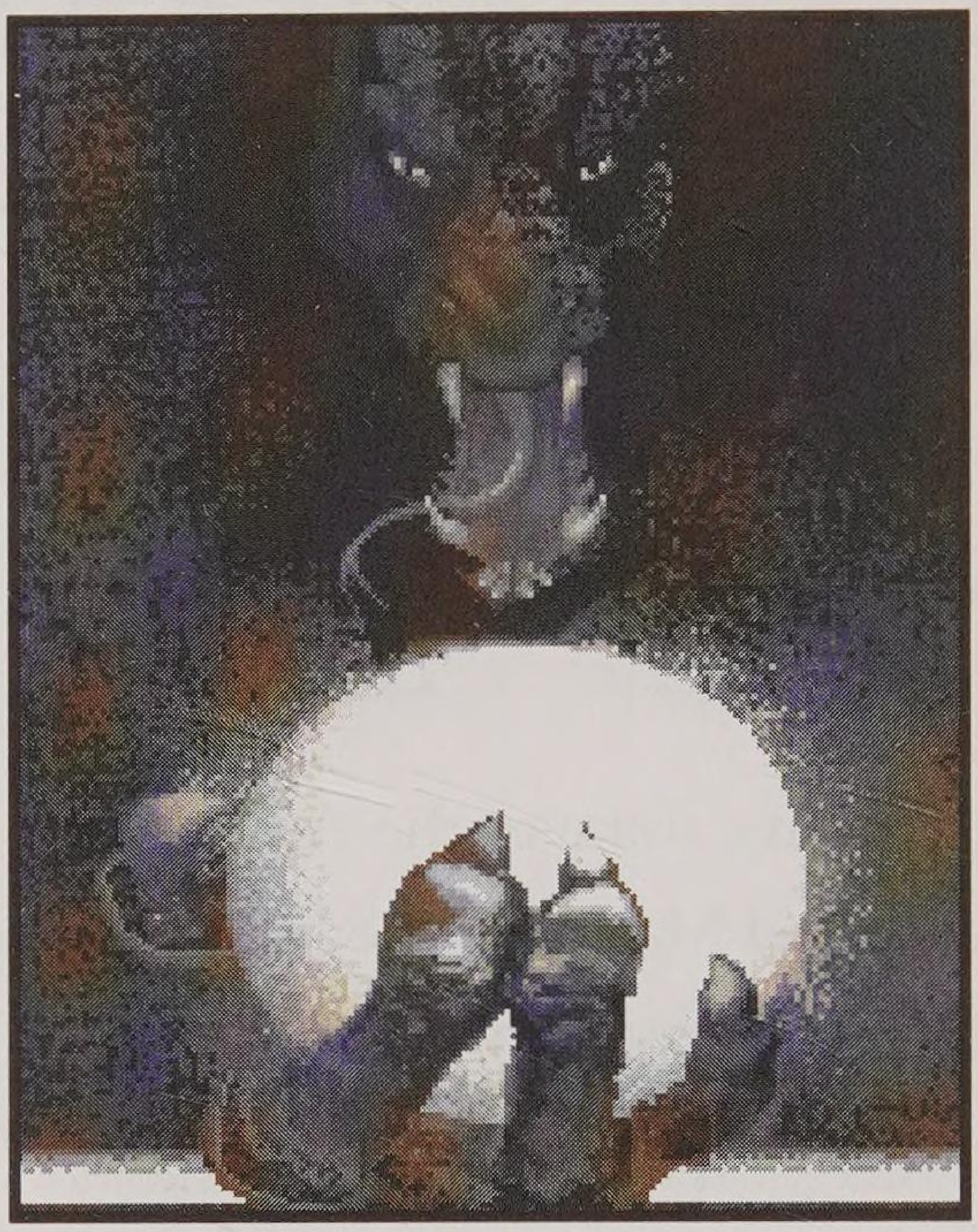
In the first battle, you can save some of the Alliance soldiers by quickly casting Dispel Magic on the burning area they're trapped in, but don't worry if they all die.

In the next two battles, keep an eye on Romila and Matthias. It's possible to swing at them without realizing it and kill them. Also, if they wander into a large group of enemies, you quickly need to catch up and draw off some of the attacks.

Find a secret door in the northwest corner to reach the secret archives and the fourth battle. While you're there, read all the books and get the torn tapestry, the dye, and the fan. You can activate the remaining tapestry with a coal from the nearby brazier, but you won't be ready to enter it until later.

The fifth battle is easy, as long as you're healed up well enough. Afterward, talk to the survivors to get more information about your quest. Get the Cup of Life from Silvain.

(If Romila and Matthias get killed, it's still possible to win the game, but you'll miss out on a lot of clues.)



Dark Sun II's chief villain, the Ravager.

JANN VILLAGE

Talk to the woman in the Bazaar about the torn tapestry, and she'll send you to the Jann. Talk to the caravan master near the south gate, and then leave town to reach the Jann Village. (Whenever you need to return to the Jann Village, talk to the caravan master before trying to go through the gate.)

Visit the weaver and give her the tapestry. Go out, sleep, and return. The dye that she wants can be found in the Veiled Alliance's secret archives.

Talk to the Sultan, and agree to look for his daughter.

Return to Tyr, and leave town to the west. Follow the road to until it turns north. Magnolia is chained up nearby. Free her, and then return to the Jann Village.

Visit Magnolia in her hut. She'll direct you to Zorani's camp south of town. Scare him off, and then have one of your party equip the robe. After a while, Drac comes up and gives you a note. Take the note to the Sultan for your reward.

Use Zorani's robe to get a thread, and take it to the weaver. Leave, sleep, and then come back and get the repaired tapestry.

If you leave the area and return, you'll discover that the Sultan has been killed and Magnolia kidnapped yet again. To rescue her, examine the cart on the road and take the tapestry from it. Use this tapestry on the empty frame in Drac's house, and enter it to find Magnolia. In that same area, find the two dueling warriors, and keep talking to them until they realize that they're fighting over a simple misunderstanding.

Take the repaired tapestry to the Veiled Alliance headquarters and hang it up on the wall. Use the fan on it to activate it, but don't enter yet.

THE FOREST

Talk to Dariya in a cave in the southwest part of the forest and run some errands for her.

Continue up the path until you meet the tree-dwelling hobbits. Run some errands for them, but don't go into the tunnels yet.

Leave the region to the north, and you'll be outside the Temple of El. Talk to Surrakina, and agree to ally with her. She'll give you a conch shell.

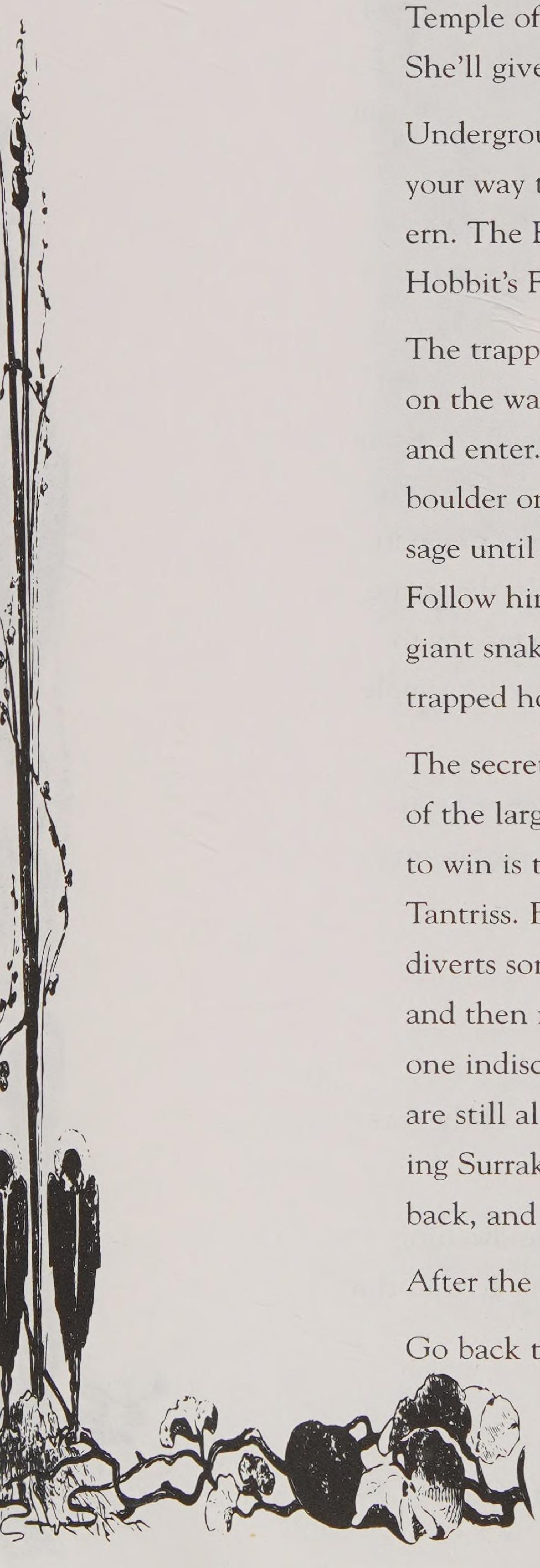
Underground, there are two quests you have to solve. Work your way through the tunnels until you reach the large cavern. The Fountain of Bravery is in the northwest; use the Hobbit's Flask on it to get some water for them.

The trapped hobbits are past the room with the two plaques on the wall. Attack the tree branch to widen the passage and enter. After meeting the trapped hobbits, move the boulder on the east wall of their cave, and follow the passage until you hear Runner through a crack in the wall. Follow him until he runs away, and then track him to the giant snake area and kill him. Take his map back to the trapped hobbits to free them.

The secret entrance to the Temple of El is in the northeast of the large cavern. This is a tough battle. The easiest way to win is to stand against the wall, directly north of Tantriss. Blow the conch shell to summon Surrakina, who diverts some of the enemy. Kill Tantriss as soon as possible, and then retreat north. El appears and begins killing everyone indiscriminately. If the two yellow yuan-ti magic-users are still alive, kill them with spells. Don't waste time rescuing Surrakina's troops; they're pretty much doomed. Stay back, and let the monsters come to you.

After the carnage is over, pick up El's Drinker, a nice sword.

Go back to Dariya and the hobbits for your final rewards.



THE MINES

Talk to Boric in Tyr and agree to work in the mines. Buy the key from him, and then enter the mines in the northwest part of the forest.

On the first level of the mines, find a room where air is blowing in from the ceiling. Rotate the nearby fan until it catches the breeze and starts blowing air out of the room. Follow the flow of air and turn each fan in the proper position. (Fans only spin when air is flowing into them, and when they're turned to face the right direction.) Eventually, you'll reach a room filled with poisonous gas, which the fan clears. Talk to Blick in this room and learn how to control the elevator.

Elsewhere on the first level is a discarded wheel; pick it up and use it on the axle of the derailed mine car. You can now use the car to shuttle between the mine entrance and the elevator.

On the second level, the nearby winch controls the elevator. The switches control the destination of the mine cars, and the whistles summon mine cars to you. Work your way down to the Luckout Tunnels, where you'll find evidence of miners deserting their digs.

From Luckout Tunnels, take the "up" car to Hadro's Half Acre. When you arrive, you'll see the four miners jump into the car that you just left. Quickly follow them by blowing the whistle and taking the next car. For maximum experience, kill the four miners before they've had a

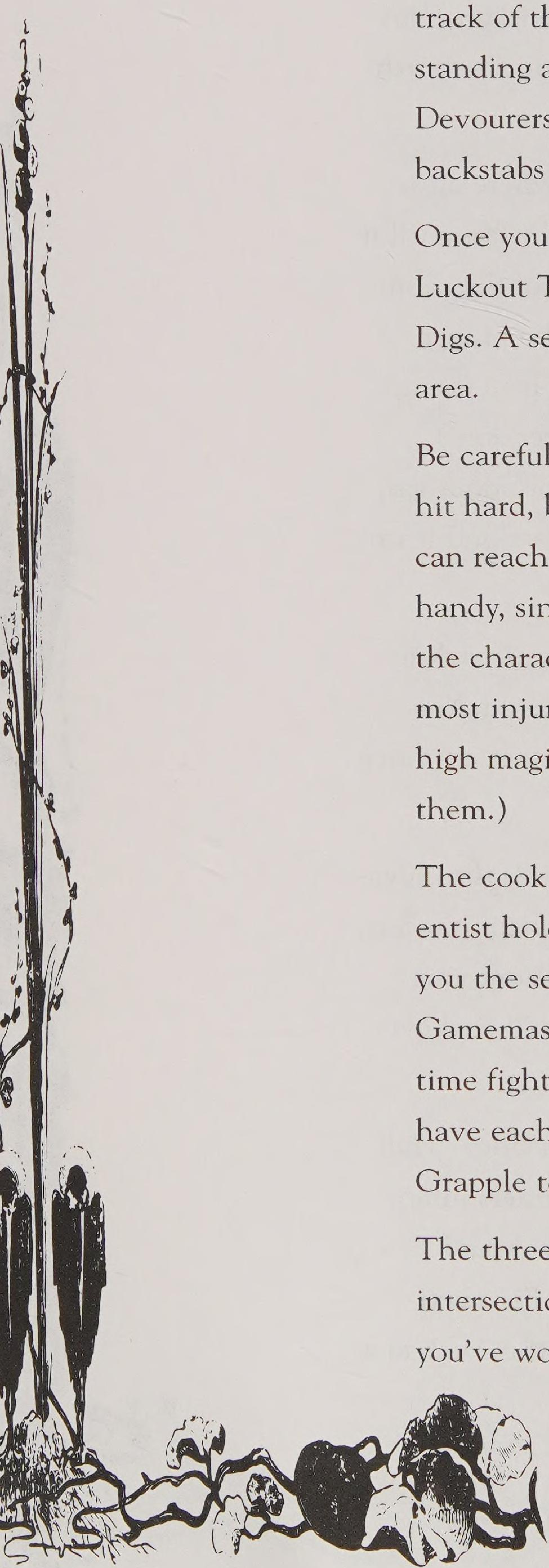
chance to attack the other mining teams. If you lose track of them, then they'll kill everyone and wind up standing at the elevator back to Level 1. (Intellect Devourers are highly vulnerable to El's Drinker and to backstabs from thieves.)

Once you've killed the Intellect Devourers, go back to Luckout Tunnels and take the "down" car to the Old Digs. A secret door appears, leading to the Mind Flayer's area.

Be careful in the Mind Flayer's area. The monsters don't hit hard, but you'll have to fight many battles before you can reach a safe place to rest. El's Drinker comes in handy, since it can transfer hit points from monsters to the character who wields it. Swap it around so that the most injured character holds it. (Mind Flayers have a high magic resistance, so El's Drinker isn't effective on them.)

The cook holds one part of the three-piece key. The scientist holds a key which opens a nearby chest, giving you the second piece. The third piece is held by the Gamemaster. When you reach his area, don't waste your time fighting the monsters he throws at you. Instead, have each character move to the wall and use the Grapple to climb over.

The three-part key is used in the room north of the main intersection. On the other side is a tough battle. When you've won, smash the master brain. Use a nearby key to



get into the room with the rest area. The chest there contains the key that you need to enter the forge.

In the forge, get the hammer from the skeleton. If you want to destroy El once and for all, then throw El's Drinker into the lava pit, then use the hammer on the pit. You might not want to do this, though. You'll reforge the Drinker into a weapon that's much less useful.

Equip the hammer and attack the rockfalls to clear the passage back to the mines.

SILT SEA ISLANDS

This region is reached through the rightmost tapestry in the Veiled Alliance headquarters.

Two of the items that you need to repair the broken boat are in the village where you first start out. The third is on the far side of a nearby tunnel.

At the broken bridge, use the ax on the tree to get some vines, and use the vines on the bridge to repair it.

A leaf can be found near Generoe's hut. This acts as an insect repellent; you'll need to talk to a few of the giants to establish this before you can get your reward. (Helmine is one of the people you need to talk to, so you'll have to rescue her, first.)

Use a crowbar on Melantha's house to get a plank to bridge the chasm to the west. Flip all the switches there, and get half of the flute.

A tunnel takes you to an area filled with air elementals. Flip all of the switches there, too, and get the repaired flute.

Melantha is evil, so feel free to kill her instead of giving her the flute. Since you've flipped all the switches, you can now proceed north into the Air Drake area.

To get past the boulders, step on the octagonal platform, which teleports you to a pressure plate. Step on the plate to clear the way and kill the last of the Drakes.

To rescue Helmine and the baby, try using the various sticks on the west side of the nest. When you've found the right one, the nest collapses. The Lyre of Winds is half-hidden under some mist inside.

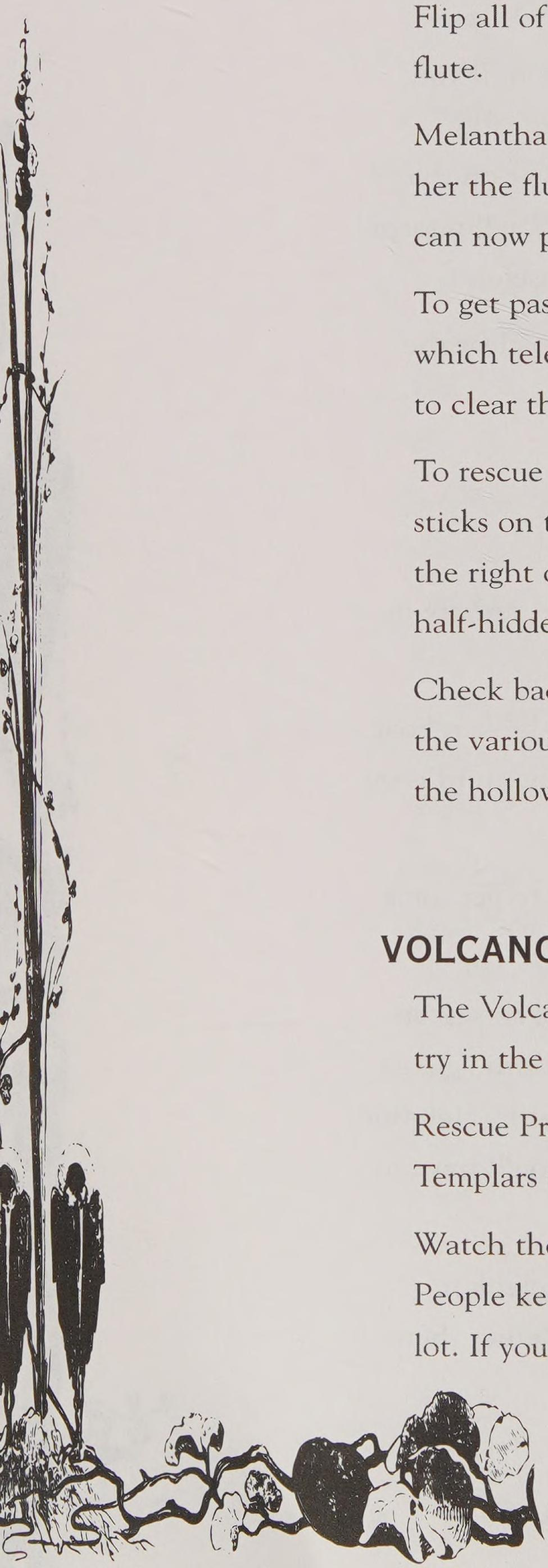
Check back with everybody to collect your rewards for the various quests you've solved. To return to Tyr, go into the hollow tree in the center of the village.

VOLCANO TEMPLE

The Volcano Temple is reached through the other tapestry in the Veiled Alliance Archives.

Rescue Prosser from the fire elementals, and kill the Templars to get admission to the Volcano Temple.

Watch the meeting, and then start talking to people. People keep daily schedules and tend to wander around a lot. If you have trouble finding someone, wait in the



dining area; everyone shows up there at one point or another.

You'll be asked to investigate Sorval's death. Start by searching Sorval's room in the north wing and find his journal, which refers to the "Eyes of the Beast."

Go to the south wing, and inspect the "Beast" statue to get a scroll which proves Sorval was murdered. You'll also find some glass powder near the fallen statue, but this is a red herring. Take the scroll back to Nortemus and he'll call another meeting.

After the second meeting, talk to Prosser in the south wing until you get another book by Sorval. (If Prosser is dead, then Winter has the book.) After reading this book, go to the library near the seal in the center of the Temple. Examine the bookshelf for a third book by Sorval and a key. (You'll also find a book which contains some thinly veiled attacks at the game Ultima VIII, which one of the writers evidently didn't like.)

Elovan, in the north wing, recognizes your key as belonging to Sorval's locket. Go back to the Temple Center and try to check Sorval's coffin. Unfortunately, the locket has just been stolen. A few seconds later, you'll learn that Ulbin was the thief and has just been arrested.

Ask Rhone to give you permission to question Ulbin, then go to the jail in the north wing. Ulbin refuses to tell you about the locket, so ask the jailer to help you intimidate him. Enter the cell and start walking towards Ulbin until he gives you the information you need.

Go to the visitor's area in the Temple Center and examine the rock in the north room. Reading the scroll reveals the identity of the murderer. Shortly thereafter, you'll be sent into the Volcano Core.

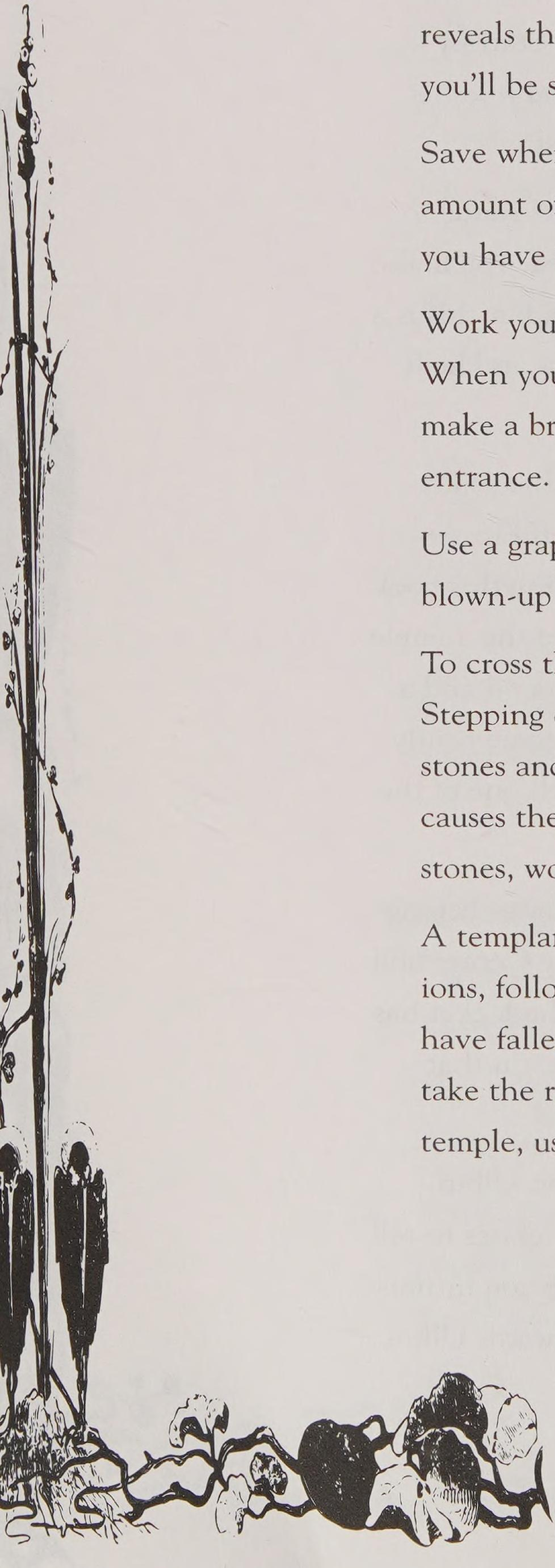
Save when you enter, because you only have a limited amount of time before the Volcano erupts. The higher you have the difficulty set, the less time you'll have.

Work your way around in a counterclockwise spiral. When you see the children, push the rock column to make a bridge for them and escort them back to the entrance.

Use a grappling hook on the rock columns to cross the blown-up bridge.

To cross the lava pool, navigate the maze of stones. Stepping on the center of any stone may raise some stones and lower others; walking around on the edges causes the stones to stay in place. By raising the right stones, work your way south to the other side of the pool.

A templar steals the Fire Ruby. After defeating his minions, follow the templar by crossing on some rocks that have fallen from the ceiling. Catch up to him, kill him, take the ruby, and get out as fast as you can. Back in the temple, use the ruby on the seal to prevent the eruption.



TEMPLE OF THE COSMOS

At this point, you have all four artifacts. The Lord Warrior is hiding out in a building on the north side of town, which is easily identified by the Obsidian Golems that are now guarding it. Fight your way inside, and move a tapestry to reveal the door. Remove the traps on the door by using the four artifacts on it.

Talk to Kovar and get some proof that the Lord Warrior plans on betraying his master. In the southwest part of the dungeon is a niche that conceals a passage to the second level.

Give Kovar's proof to Jumah and he'll give you some useful information. Get the key from the cabinet near him. Also search the niche behind him for a passage to the third level, where you can get the Lightning Rod.

Back on the first level, use Jumah's key to open the first locked door, and the Lightning Rod to open the second one. On the far side, open a coffin to get the Staff of the Elements. Use the Staff on the rock, the bellows, the brazier, and the fountain to get four runes. Use the four runes on the arch to activate it and pass through.

In the temple grounds, kill the Skeletal Warriors; one of them has a scepter which removes the force fields and enables access to the temple itself. (Note that clerics and druids of the proper sphere can call on the powers of each gate and summon an elemental to assist them in the final battle.)

Inside the Temple, kill the Ravager as soon as possible.

The Lord Warrior is protected by a Fire Shield which should be removed with Dispel Magic before you attack him. Once they're both dead, take out the skeletal warriors. Quickly use the four artifacts on the four statues to strengthen the Urn of Utaci and prevent the Ravager from returning.

ONLINE SUPPORT

1. Filename: DS1SAV.ZIP   Size: 417337

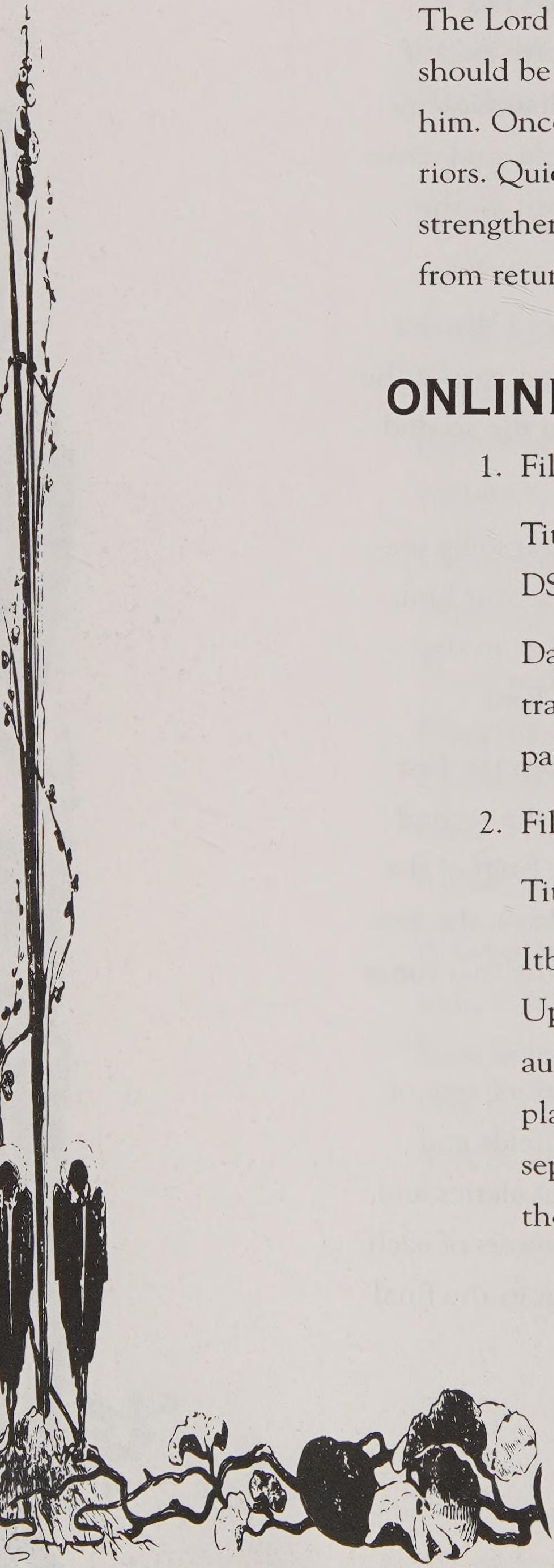
   Title: Dark Sun: Shattered Lands Save Game for DS2 (IBM)

   Dark Sun: Shattered Lands save game file for transfer to Dark Sun: Wake of the Ravager. The party has TWO El's Drinker swords.

2. Filename: DSART.ZIP   Size: 127535

   Title: Dark Sun Illustrations (ZIP/PCX)

   Itb Yildro's most recent work: Dark Sun pics! Uploaded with permission from the original author . . . enjoy! Requires a viewer that can display .PCX picture files. [SysOps's note: These are separately drawn pictures, not screen shots from the game.]



DUNGEON MASTER

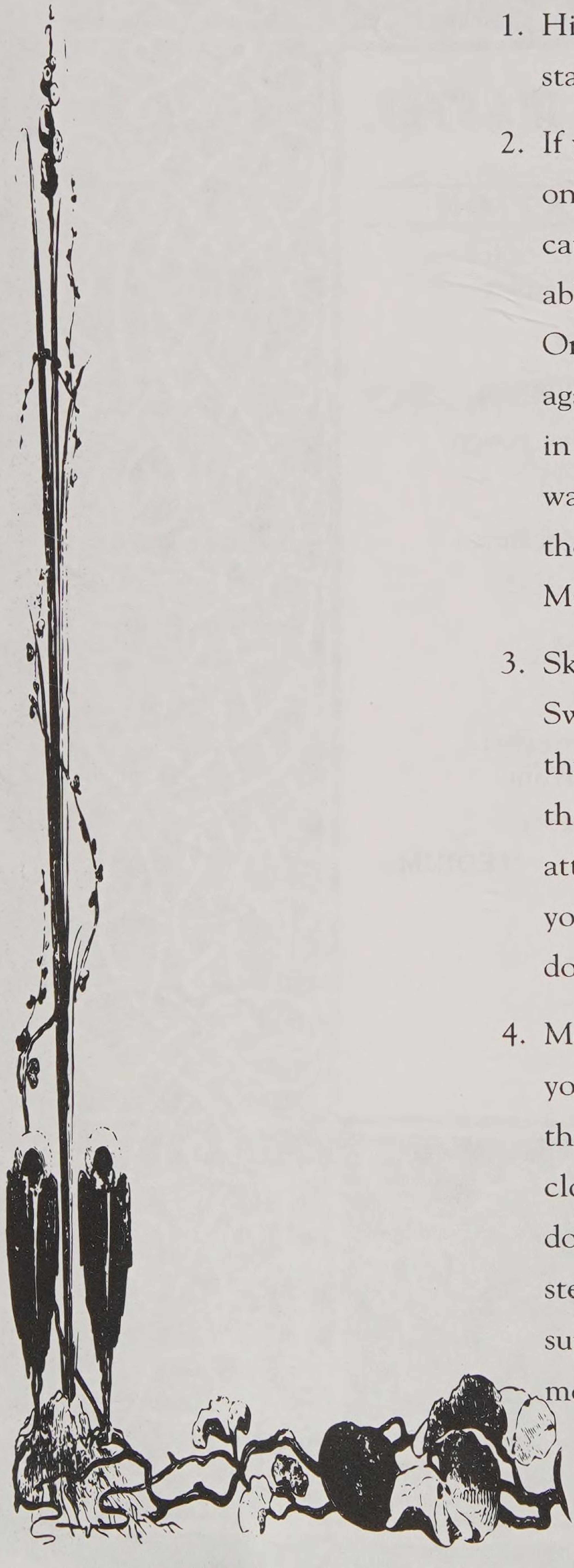
VITAL INFORMATION

Publisher	FTL Software/ Interplay
CD-ROM	Yes
Completion Time	35 hours
Perspective/View	First person
Movement	Step
Combat	Real-time
Automapping	No
Diary	No
Party Size (Maximum)	4
Save/Restore Game	Anywhere, anytime

OVERALL DIFFICULTY **MEDIUM**

POWER TIPS

1. Hissssa, Sonja, Gothmog, and Leif make a good starting party.
2. If you're fighting monsters in a large room, step to one side and turn to face the square you just vacated. The monster moves forward, and you'll be able to attack it before it can turn to face you. Once it's turned and ready to attack, side-step again, and repeat the process. (This strategy works in most games with real-time combat. Since this was the very first game to feature real-time combat, the movement is sometimes called "The Dungeon Master Two-Step.")
3. Skills can be increased by endless practice. Swinging weapons increases your fighting skill, and throwing objects increases your ninja skill even if there aren't any monsters around and you're just attacking thin air. Similarly, casting spells improves your Mage and Cleric skills, even if the spells won't do you any good.
4. Monsters are vulnerable to the same things that you are. You can frequently kill monsters by luring them into a doorway and throwing the switch to close it. The monster takes damage each time the door tries to close itself. You can also lure the monster into a pit in hopes that the fall will kill it. (Be sure to climb down the pit afterward, in case the monster was carrying a key or some useful treasure.)



ABOUT THE GAME

Dungeon Master is the oldest game in the walkthroughs. The original version was written for the Commodore Amiga and the Atari ST computers, and came out in 1987. The MS-DOS version came out several years later.

The game was considered revolutionary. Even today, it can compete with more modern games on their own terms. It did lack an automap.

The game itself is a fairly straightforward dungeon expedition. Your party of four characters must search a vast labyrinth to find and destroy the evil Lord Chaos.

WALKTHROUGH

LEVEL 1

On this level you must recruit your party. All of the characters are approximately equal, so it doesn't matter too much which ones you pick. Obviously, you'll want to have a good balance of fighting and spellcasting skills.

Reincarnating your characters is better than resurrecting them. They'll quickly regain the lost experience, and the extra attribute points will make them more powerful in the long run.

Once you've got four characters, head down to the dungeon proper.

LEVEL 2

This is a fairly easy level that lets you get used to the various things you'll encounter.

There are a few pressure plates that must be weighted down to keep passages open. Just leave a torch or an unwanted weapon on them. (Later in the game, you'll find pressure plates that can only be operated if a great deal of weight is on them. Some plates require the entire weight of the party and can't be activated by objects alone.)

Further in, you'll find a teleport field that only teleports inanimate objects. Drop something, and it is teleported off, triggering a pressure plate.

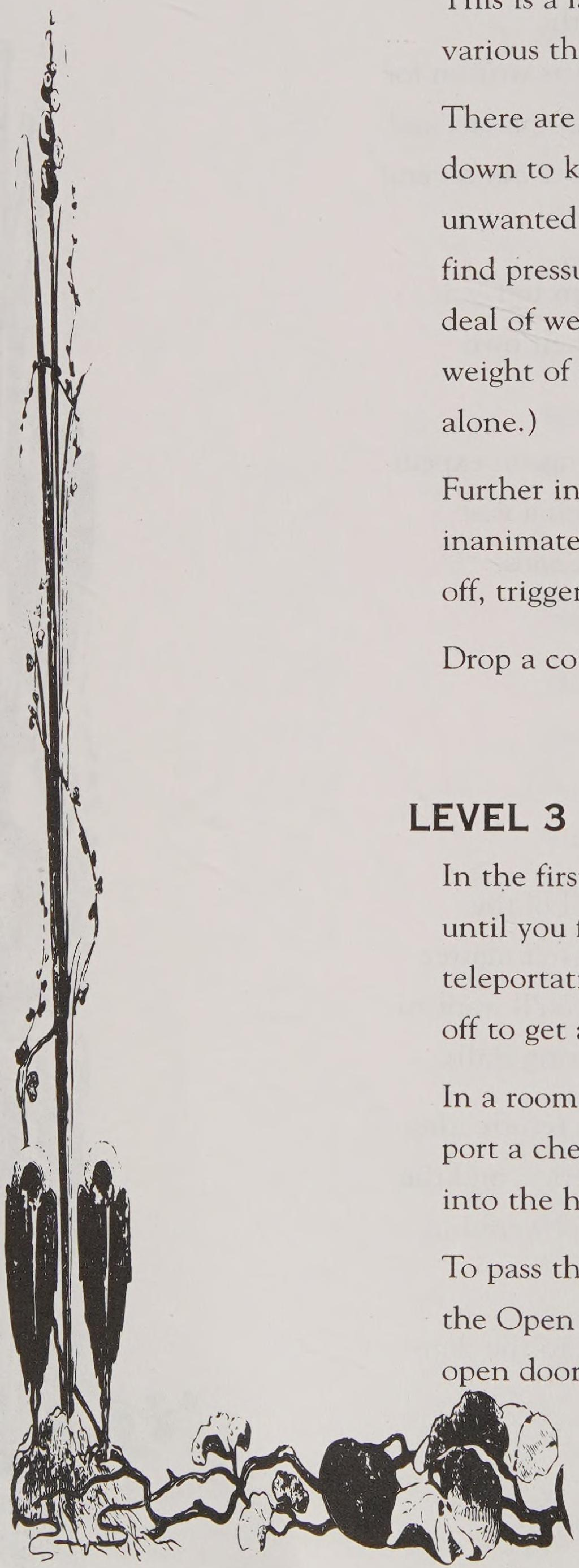
Drop a coin into the well to open a door.

LEVEL 3

In the first hallway, carefully search the left-hand wall until you find a button. Pushing it leads you to a blinking teleportation field. Quickly run through when the field is off to get a compass.

In a room with a long line of gates, push buttons to teleport a chest around the area. Eventually, it comes out into the hall and you'll be able to get a magnifying glass.

To pass through the door on the far side of the pit, cast the Open Door spell. Then throw an object through the open door; it hits a switch and closes the trap.



The “matrix” is a large room filled with spinners; use the compass to pass through it and get a key.

In the “Time is of the essence” room, you might need to drop some heavy objects so that the party can move more quickly. First, push a button and run to the door so that you can get in before it closes. Then push another button to make a teleporter appear for a few seconds. Quickly throw an object into the teleporter to close a trap.

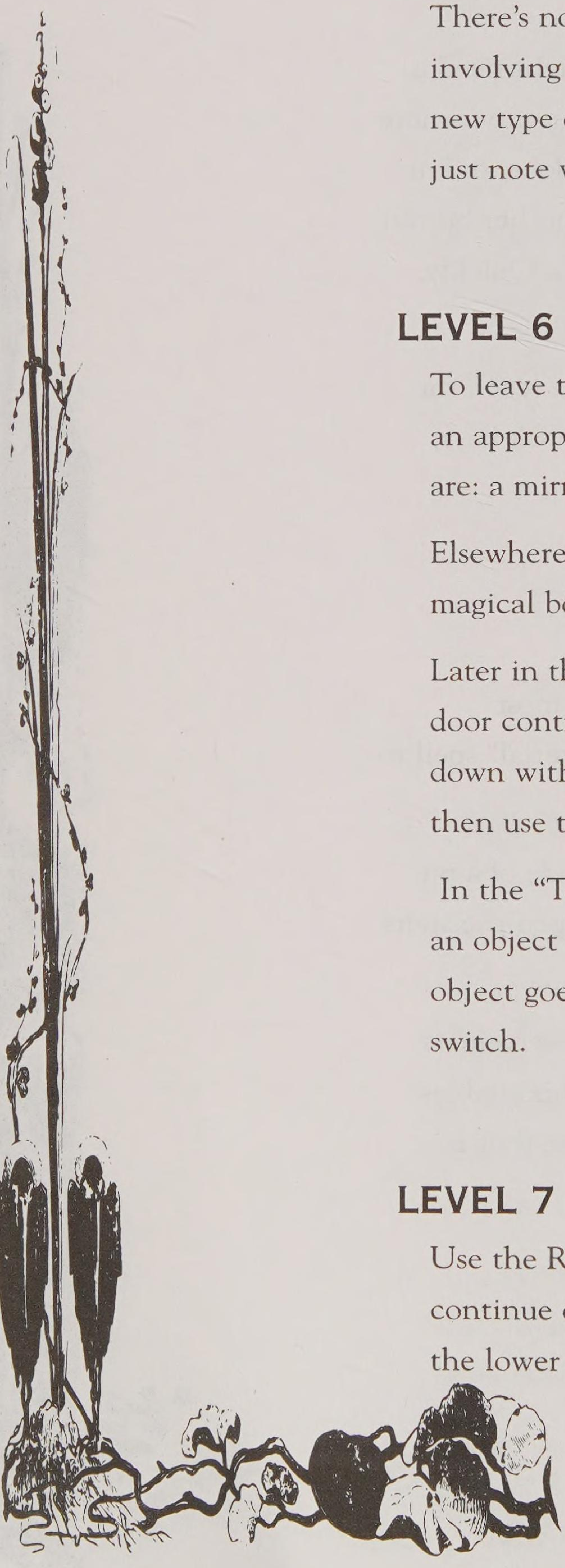
After you’ve found the six gold keys, you can reach the stairs to the next level. Nearby is one of the RA keys, needed later in the game.

LEVEL 4

The ghosts on this level can’t be harmed by most weapons; you’ll need the “Weaken Non-Material” spell to defeat them.

Further in, you’ll find a mummy on the far side of a pit. Kill him with spells and thrown objects to open the stairs to the next level.

A nearby room contains screamers, and new screamers sprout up after you’ve killed the old ones. This enables you to get an unlimited amount of food. Note that a water supply can be found close by, on level 5.



LEVEL 5

There's nothing important on this level—a few mazes involving buttons, pressure plates, and teleporters, plus a new type of obstacle: invisible force fields. If you hit one, just note where it is and try to find a way around it.

LEVEL 6

To leave the first room, answer the four riddles by placing an appropriate object in the alcove nearby. The objects are: a mirror, a gem, a coin, and a bow.

Elsewhere, a button opens a nearby room containing a magical box.

Later in the dungeon you'll enter a treasure room, with the door controlled by a pressure plate that can't be weighted down with objects. Lure some monsters onto the plate, and then use the box to paralyze them and get the treasure.

In the "Test your strength" room, have a character throw an object down the hallway. If you're strong enough, the object goes all the way down the hallway and triggers a switch.

LEVEL 7

Use the RA key you found on level 3 to open a door. To continue exploring the level, you'll need some keys from the lower reaches of the dungeon, so head down.

LEVEL 8

Find a switch near the fireball cannon to stop the fireballs that are being shot all over the first room.

Further on is a seemingly endless corridor. Actually, there's an invisible teleporter that keeps sending you back to the beginning. Take 26 steps from the entrance and then wait a few seconds; a section of wall opens to your east.

LEVEL 9

To leave the first room, walk into the walls until you find the section that's an illusion. Find a rope, which you can use to climb down pits instead of jumping and taking damage. Also find some Corbamite.

In the northeast part of the dungeon is a room where an infinite number of rats are generated. Close the door to this room to greatly reduce the number of rats you encounter.

Nearby is an alcove with the inscription, "Lighter than a Feather." Use the Corbamite to open a door and get an RA key for level 6. You'll need some more keys to get anywhere on level 6, so there's no point in heading back up now.

LEVEL 10

A fairly straightforward level with the usual number of buttons and teleporters.

Near the end of the level is a one-square alcove with an invisible teleporter in it. This leads you to the magnifying glass, which you'll need later.

LEVEL 11

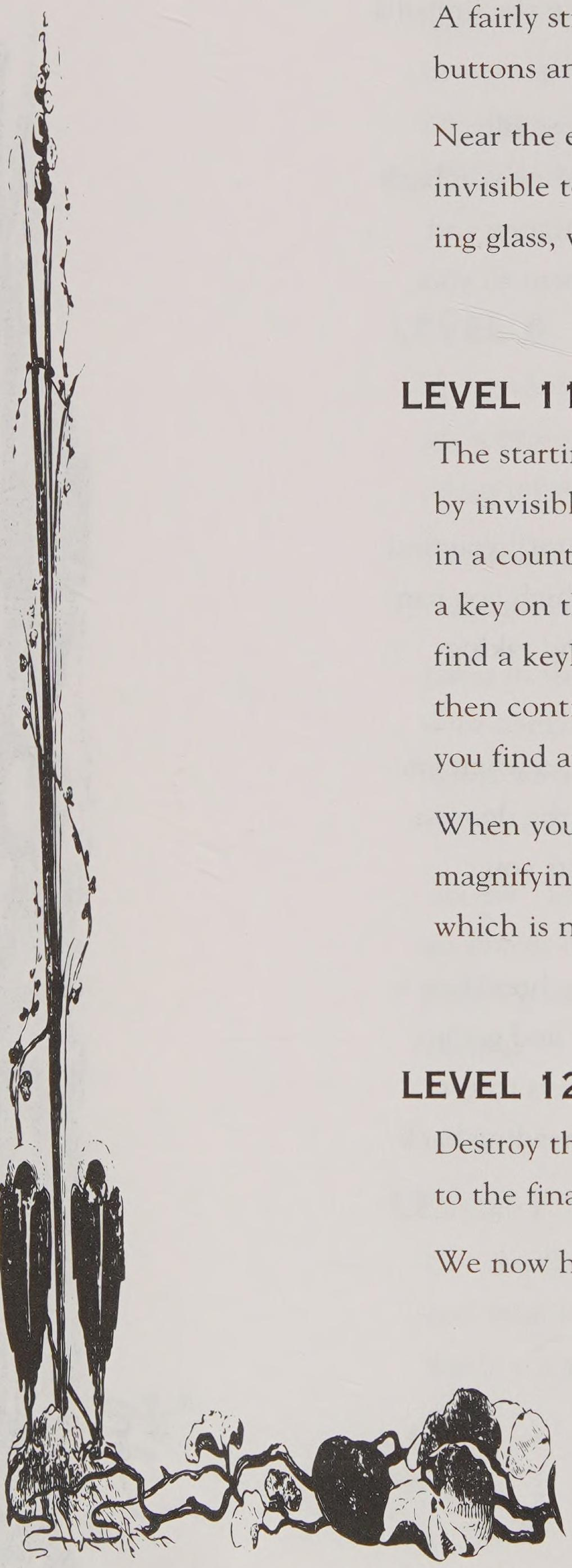
The starting area is a series of four identical rooms linked by invisible teleporters. From the stairs, walk backwards, in a counterclockwise direction. After a while, you'll see a key on the floor. Continue walking backwards until you find a keyhole; enter the door and get another key, and then continue walking backwards around the room until you find another keyhole, and finally the passage out.

When you find the "Enlarge my view" message, use the magnifying glass on the nearby eye to get the Ruby Key, which is needed on level 7.

LEVEL 12

Destroy the black knights to get some keys that lead you to the final RA key and a Master Key.

We now have all the keys needed for level 7.



LEVEL 7 AGAIN

Use the two RA keys, the Ruby Key and the Master Key, to explore this level. (You'll also need a third RA key, which can be found elsewhere on this level.)

Get the Firestaff and the Winged Key.

LEVEL 14

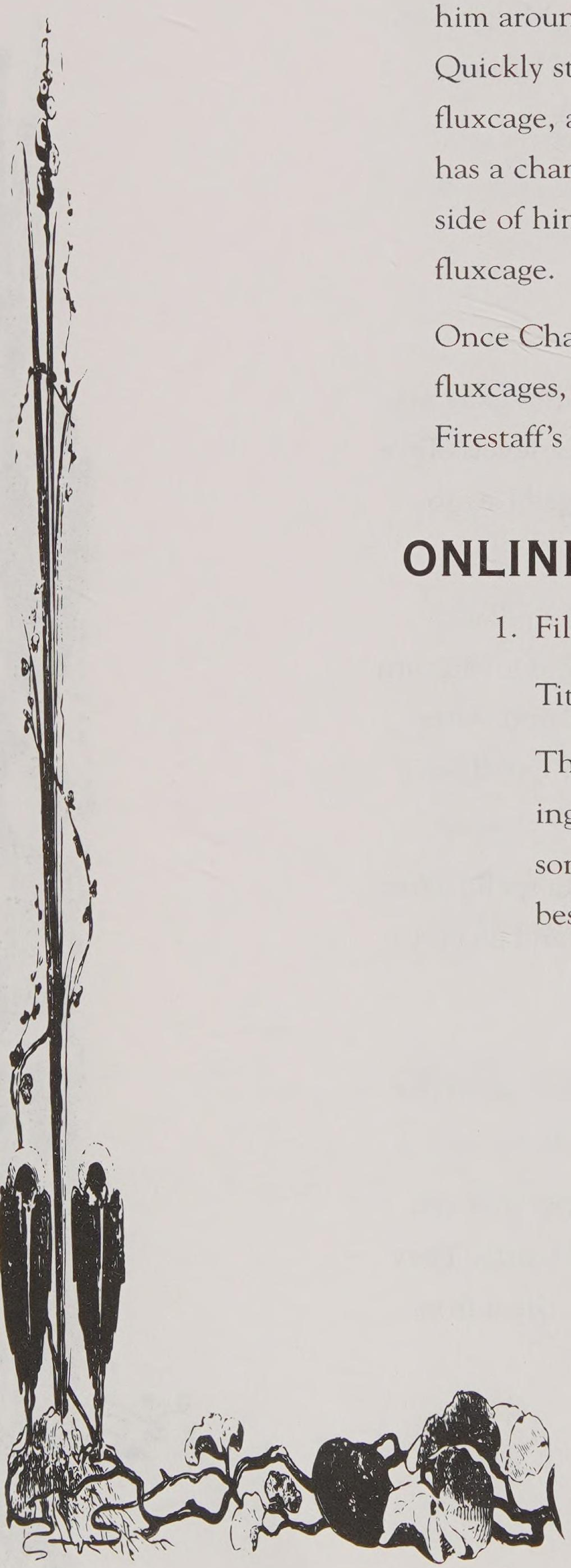
Level 14 is reached from the long shaft that has exits at the "skeleton key" doors on each of the lower levels. Take the shaft all the way down and use the Winged Key to open the door at the bottom.

Don't let the dragon hit you. Lead it around a pillar, attacking it from the side and retreating before it can turn to face you. When it's dead, check your food and water supply; if you don't have enough, this is your last chance to go back upstairs and restock.

Find the Power Gem and use the Zo-Kath-Ra spell to free it. Use the Firestaff to meld it with the gem and go up to level 13.

LEVEL 13

Kill some of the fire elementals and demons so that you won't have to worry about them in the final battle. They stay in the central room, so you can snipe at them from inside the corridors and heal when necessary.



Lord Chaos can't be hurt with weapons or spells. Lure him around until he's standing between you and a wall. Quickly step to one side, use the Firestaff to create a fluxcage, and then step back in front of Chaos before he has a chance to move. Repeat the process on the other side of him, and then take a step back and create a third fluxcage.

Once Chaos is surrounded on all sides by walls or fluxcages, stand inside one of the fluxcages and invoke the Firestaff's Meld power.

ONLINE SUPPORT

1. Filename: DMSPEL.TXT Size: 3359

   Title: Dungeon Master spells with hints

   This file contains a list of spells found while playing Dungeon Master. Also included in this file are some basic hints concerning which spells work best on certain monsters.

2. Filename: DMCMPL.ARC   Size: 92335

   Title: Dungeon Master I Map Set (GIF)

   Okay, Dungeonites, here is a set of maps for all 14 levels of Dungeon Master. These are the complete maps that show all the secret buttons and passages and rooms that I and others have found to date, even one or two rooms viewed with Magic Sight but never entered. If you only want a simple set of maps, try DMSMPL.ARC. These maps are in GIF format.

EYE OF THE BEHOLDER III: ASSAULT ON MYTH DRANNOR

VITAL INFORMATION

Publisher	Strategic Simulations
CD-ROM	No
Completion Time	45 hours
Perspective/View	First person
Movement	Step
Combat	Real-time
Automapping	No
Diary	No
Party Size (Maximum)	2–4
Save/Restore Game	Anywhere

OVERALL DIFFICULTY **MEDIUM-HARD**

POWER TIPS

1. Most map levels are 32 by 32.
2. Always activate True Seeing to find secret walls.
3. When fighting tough monsters, the trick is to keep attacking them from the side so that they can't hit you back. Attack, then quickly take one step to the side and turn to face the square you vacated. The monster steps into that square you just left and you can get in a few more attacks before it has time to turn and face you.
4. In the Temple of Lathander, sheathe the magical weapons for wooden ones, as the Living Mucks destroy magical weapons.

ABOUT THE GAME

Assault On Myth Drannor is the third and last of SSI's "black box" games set in the "Dungeons and Dragons" universe.

Your quest is to explore the ruins of the ancient city of Myth Drannor and investigate the mysterious evil force which is emerging there.

WALKTHROUGH

THE FOREST

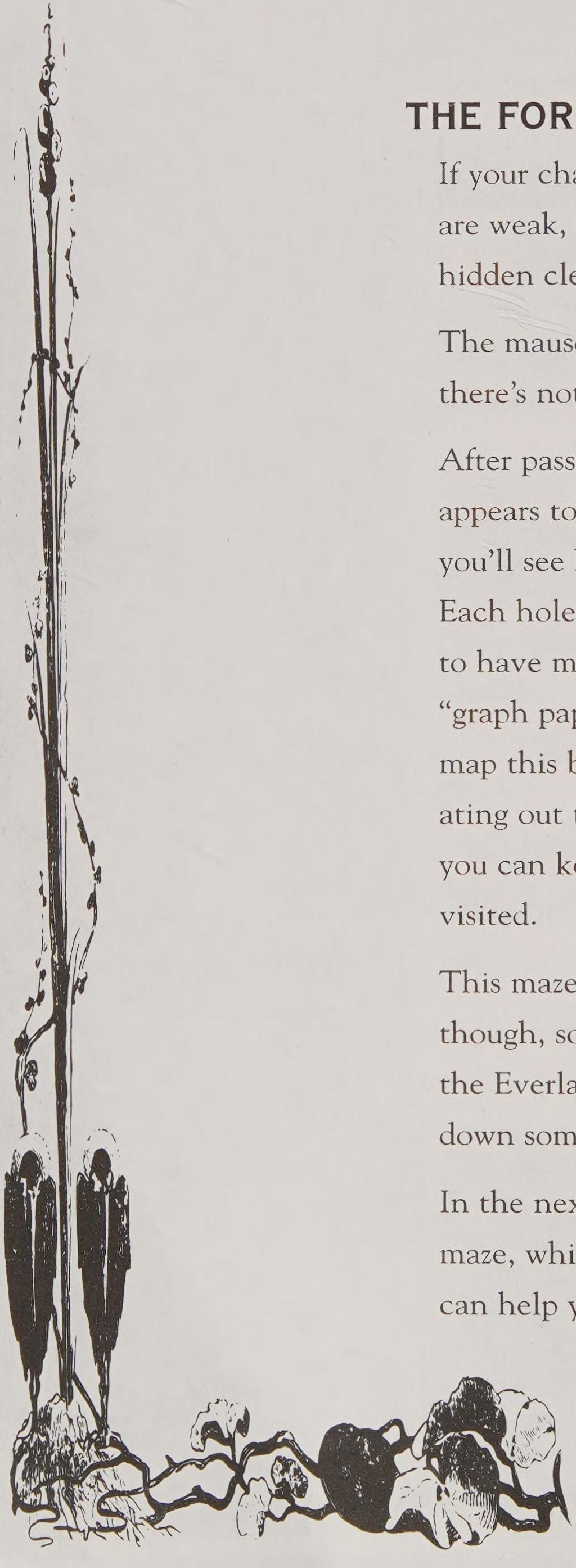
If your characters notice that the trees in front of them are weak, then use an ax to chop them down and explore hidden clearings.

The mausoleum is a good place to get experience, but there's nothing here that's vital to finishing the game.

After passing through a gate, you'll find yourself in what appears to be a one-square room. On closer inspection, you'll see holes near the bottom of the undergrowth. Each hole represents a different passage out; it's possible to have more than one hole in the same wall. The usual "graph paper" map won't help you here; you'll want to map this by drawing a box for each room, with lines radiating out to represent the passages. By dropping objects, you can keep track of the locations you've already visited.

This maze is small enough to solve by trial-and-error, though, so you don't *really* need to map it out. Just find the Everlasting Torch and return to the entrance to burn down some trees and explore further.

In the next section of the forest, you'll find another maze, which leads you to a clearing and an old man who can help you enter Myth Drannor.



OUTSIDE MYTH DRANNOR

Pick up the Helm of Underwater Breathing, and any Holy Symbols that you find.

In a few places, you'll find niches that are protected by forcefields. Use the Dispel Magic spell to bring down the field and loot the niches.

In the Ice Caves, the Ice riddle is solved by putting a diamond in the niche. The Fear riddle is solved with a Wand of Fear.

MAGE'S GUILD

From here on out, you'll want to keep the True Seeing spell active so that you can find the illusionary walls. Check the walls carefully for buttons, switches, and chains that open secret doors.

Go to the top of the tower and get Torbridam's Ring.

In the teleporter maze, equip Torbridam's Ring and go through the teleporters in the following order: Summer, Fire, Spring, Water, Autumn, Wind, Winter, Mountains. Finally, enter the teleporter in the center of the room.

At the "Lure of Beasts" plaque, put Torbridam's Ring into the niche.

In an area with a lot of traps, search for a button that deactivates them. A chain nearby opens the passage to the stairway down.

Get the gems from the "Learned Ones Hand" plaque. Wield them to pass through a forcefield. Get the grappling hook.

To open the final grate, you'll need the brass key, the silver key, the copper key, and the crystal key. Once the grate is open, use the grappling hook to enter.

Eye of the Beholder III
Assault on Myth Drannor

Eye of the Beholder's screen logo.

UNDERWATER

Patience is the key here. In certain locations, your Breathe Underwater ability is dispelled, and you won't be able to cast the spell. Map these locations carefully so that you can pass through them as quickly as possible.

Each lever controls one pair of pipes. If one pipe is spouting water, then the other one isn't. By setting the levers correctly, you can get the pipes to push you into different areas. Note that the Wall of Force spell blocks the flow of water.

At the plaque that talks about "Force," use the Wall of Force spell to block the pipe, and then put the red gem in the niche.

Further on is an area with the niches containing Rings of Protection. Facing the scales, insert the rings in the following order: On the left, +3, +1, –2, –2. On the right, –3, –1, +2, +2.

Kill the lich to reach the Temple.

TEMPLE OF LATHANDER

Black Puddings can destroy weapons, so they shouldn't be attacked physically. The Fireball spell is your best bet.

On the altars, place a cup of water, some incense, some food, and a sword. (The water and incense can be found nearby.) Attach the arm to the broken statue and put the water spout on the fountain.

In the "Morninglord's" room, place shields on the pressure plates.

In the second altar room, replace all of the unholy symbols with holy symbols. Work your way through some spinner-infested areas, until you find Morning Light and the +5 Sword.

On the next level, collect the 4 Embers of Hope and place them in the Beacons of Hope to get the Key of Faith.

When you reach a door that closes every time you approach it, throw an item through. It lands on the pressure plate on the other side of the door, locking it open.

At the "Faith" teleporter, throw the Key of Faith into the teleporter, and then enter it.

Use the Dispel Magic spell to open the next set of doors. Use the coin on the fountain to get a crystal key.

Get the Shield Sun Mask and drink from one of the fountains to get some of Lathander's power. (This enables you to get through a teleport trap later on.)

Get the Staff and use it on a wall with a shadow on it. This reveals a door that can be opened with the Sun Mask Shield.

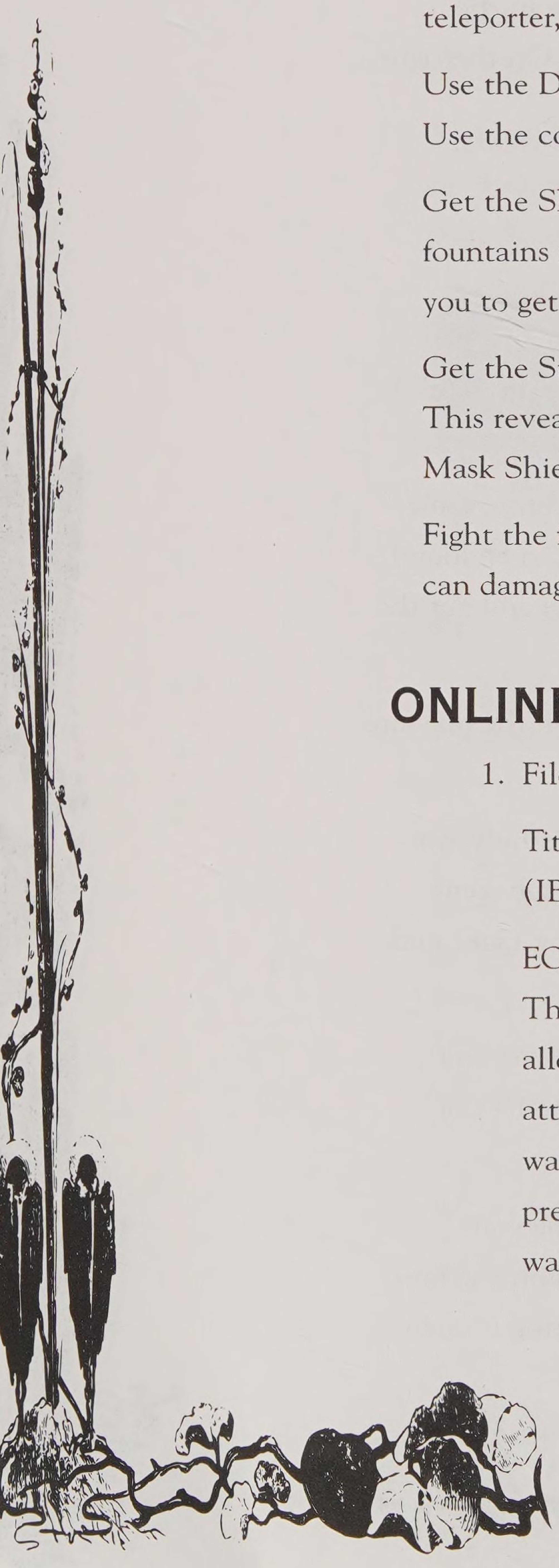
Fight the final battle; the +5 sword is the only thing that can damage the evil god.

ONLINE SUPPORT

1. Filename: EOB3ED.ZIP Size: 10643

   Title: Eye Of The Beholder III - Savegame Editor (IBM)

   EOB3ED.ZIP is a saved game editor for Eye Of The Beholder III: Assault On Myth Drannor. It allows you to change almost every character attribute, including the inventory. This is freeware, uploaded by the author. A bug which prevented the editing of certain NPC attributes was corrected in the new update.



2. Filename: EOB3MA.ZIP Size: 240443

   Title: Eye Of The Beholder III Maps (ZIP/PCX)

   These are Eye Of The Beholder III maps in .PCX format. A graphics viewer capable of decoding and displaying .PCX graphics files is required.

3. Filename: EOBDAT.ZIP Size: 114613

   Title: Eye Of The Beholder II Savegame for EOB3 (IBM)

   These are my saved games from EOB II. Most have great weapons and plenty of Hit Points. They are ready to transfer into EOB III. Use CHARCOPY.EXE to transfer.

4. Filename: EOB3.REV Size: 7087

   Title: TEG: Eye Of The Beholder III Review (Text)

   THE ELECTRONIC GAMER (tm): Review of Eye Of The Beholder III from Strategic Simulations, Inc. and Electronic Arts. [Copyright (c) 1993 by Steve Bauman and *The Electronic Gamer*. All rights reserved. Not to be distributed without permission.]

KNIGHTS OF XENTAR

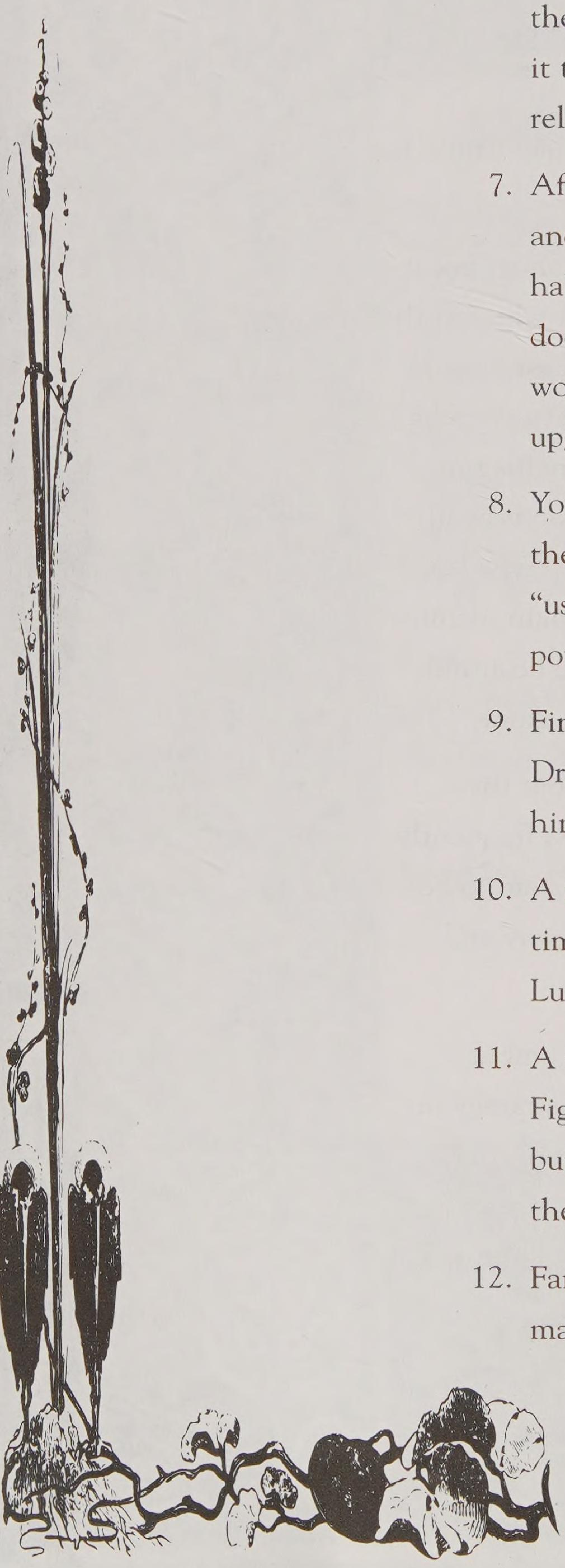
VITAL INFORMATION

Publisher	Megatech
CD-ROM	Yes
Completion Time	30–40 hours
Perspective/View	Overhead
Movement	Step
Combat	Real-time
Automapping	None. Not required.
Diary	No
Party Size (Maximum)	1–3
Save/Restore Game	Anywhere except combat

OVERALL DIFFICULTY **EASY**

POWER TIPS

1. Slow the battle speed whenever you encounter unfamiliar monsters.
2. Talk to everyone. All NPCs have unique things to say even after you finish your quest.
3. The game manual mentions a Photo Shop, but it isn't easy to get this to show up. After winning the final battle, you must search the signpost outside to find the Magic Mirror and then go to Arcadia and talk to people until the closing credits run. Once you've done this, the Photo Shop is available the next time you start the game. Type KX and you can find a new item on the main menu: the Photo Shop. Click here to see the beautiful graphics you saw during your previous game.
4. Some monsters can heal themselves, but the longer you keep fighting them, the less frequently they'll heal. Don't worry if you don't seem to be making headway, just keep swinging away and drinking potions.
5. You should start the game with your combat strength set to around "G4" and your strategy set to "Learn." As you start to encounter tougher monsters, start increasing the strength until you hit "G8." However, Death Dolls should always be fought at "G1."



6. When you're fighting "boss" (unique) monsters, the "Learn" strategy won't do you any good, so set it to "Normal," or to "Offensive" if the monster relies on magic and rarely makes physical attacks.
7. After Luna has joined the party, leave Arcadia and return to it immediately. Look for a woman half-hidden behind a barrel in the Temple. She doesn't have any useful information, but she's worth talking to if you happen to have the upgrade disk installed.
8. You can increase Luna's power by finding some of the hidden magic gems in the game. You must "use" the gem after finding it to activate its power.
9. Find the Flammo Pocket Warmer in an urn in Dreadsden, and return it to the owner. Talk to him when Luna is in the party to get a gem.
10. A fountain in Dreadsden gives you a coin every time you search it. Search here several times with Luna in the party, and she'll find a gem.
11. A man in Coventry wants a Desmond Action Figure from Phoenix. He'll give you a gem for it, but only if Luna is with you at the time you make the trade.
12. Far to the south of Coventry is a sign. Talk to the man near it, and then talk to him again when you

see him in Nero's Retreat. Take Luna to the sign to find a gem.

13. Before Luna joins the party, find a jar in Nero's Retreat that is filled with rats. After she joins the party, search the jar again.

ABOUT THE GAME

Knights Of Xentar is a translation of a Japanese RPG called Dragon Knight III. (The first two games in the Dragon Knight series aren't available in the U.S., but the game manual gives you all the background information that you'll need.)

Japanese RPGs tend to be less complex than their American counterparts. Here, there are only six magic spells, and a few dozen different types of equipment, which are easily ordered from weakest to strongest. Although there's no automapping, the dungeons are set up so that it's almost impossible to get lost. If you've played the Sega Genesis "Phantasy Star" series, or "Final Fantasy" on the Super Nintendo, you'll know what to expect.

The Japanese market has a much freer attitude towards sexual matters than the American market. To play the game in its original form, you'll need to send off for a special upgrade disk, which adds several dozen graphics that make the game too racy for American mass-market retailers. (With the upgrade installed, the game is about the equivalent of a hard R-rated movie.)

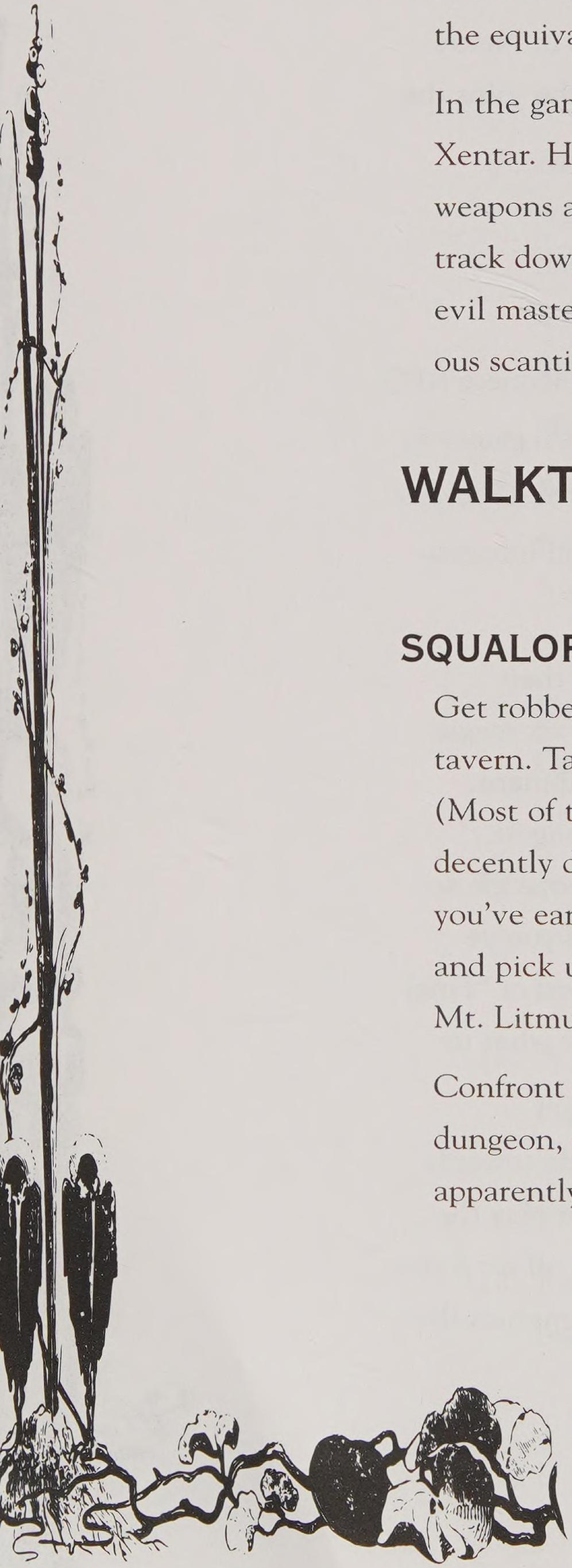
In the game, you control Desmond, a hero in the land of Xentar. He has been ambushed by bandits, and his magic weapons and armor have been stolen. Your quest is to track down and recover this equipment, to defeat the evil mastermind behind the theft, and to rescue numerous scantily clad women from assorted types of danger.

WALKTHROUGH

SQUALOR HOLLOW

Get robbed by the bandits and then rescue Mona in the tavern. Talk to Don Frump to get some basic equipment. (Most of the townspeople won't talk to you until you're decently dressed.) Leave town and kill monsters until you've earned enough to buy the best weapons available and pick up a few healing potions, then travel west to Mt. Litmus.

Confront the bandit chief at the end of the Mt. Litmus dungeon, then return to Squalor Hollow. Don Frump has apparently gone off to the northern guardpost.



GUARDPOST AND NAMELESS VILLAGE

At the guardpost, you'll be tricked into using a cursed artifact that takes away all of your experience points and reduces you to first level. There is nothing you can do to avoid this.

Afterwards, you'll automatically go to the Nameless Village. In the Nameless Village, talk to Frump and then follow him until you meet the demon lord.

Go outside and fight to regain some of your lost experience. Stay close to town until you've gained a few levels.

CLARA AND PRISCILLA

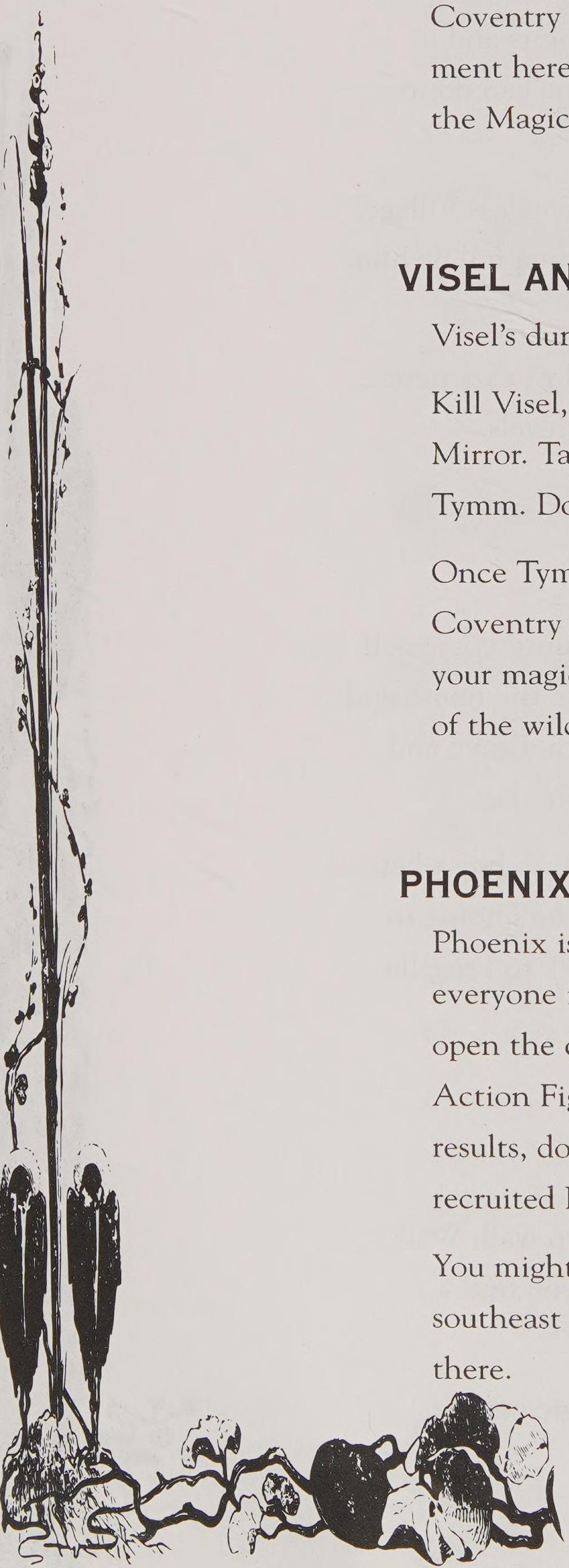
Go west and south, hugging the mountains, until you reach Clara's house. Defeat the wolf, and then leave the house and return immediately to get a reward from Clara. Leave and return a second time to talk to Clara's grandmother.

From Clara's house, go due west to Dreadsden to buy a better set of equipment. Then go south from Clara's house to find Priscilla's house. Kill the dwarves and talk to Priscilla. She'll send you back to Dreadsden.

DREADSDEN

Enter Dreadsden, but don't go inside the town wall. Walk west, outside the wall, and then north until you find a stairway.

The old man who lives there gives you a magic marble.



COVENTRY

Coventry is south of Dreadsden. Upgrade your equipment here and talk to the Black Knight to find out about the Magic Mirror.

VISEL AND TYMM

Visel's dungeon is between Priscilla's and Clara's houses.

Kill Visel, then go back to Priscilla to get the Magic Mirror. Take this south to the pass and use it to kill Tymm. Don't forget to rescue Marie before you leave.

Once Tymm has been killed, the second armory in Coventry opens. The Quinine Shield greatly increases your magic resistance, which is useful in the next section of the wilderness.

PHOENIX

Phoenix is off to the northeast of Tymm's pass. Talk to everyone in town and Rolf joins your party. In the tower, open the chests in the order 3, 1, 2 in order to get the Action Figure. You can sell this in Coventry, but, for best results, don't do this until later in the game, after you've recruited Luna.

You might want to do some sightseeing at Nero's Retreat, southeast of Phoenix, but there's nothing important there.

SQUALOR HOLLOW

With Rolf in your party, you can push aside the boulder to your north and take the shortcut back to Squalor Hollow.

Get the magic twig from Larousse.

CARNAGE CORNERS

Carnage Corners is east of Phoenix, across a bridge. Sign up for the contest and head north to the cemetery. In the west side of the first level is a chest containing a photograph that you'll need later. On the second level, you'll hit a teleport trap and wind up back outside.

Return to Carnage Corners and follow up on the clues you've gotten. The old man trades you some magic nuts in exchange for the photograph. The nuts and the twig enable you to go east to Arcadia.

ARCADIA

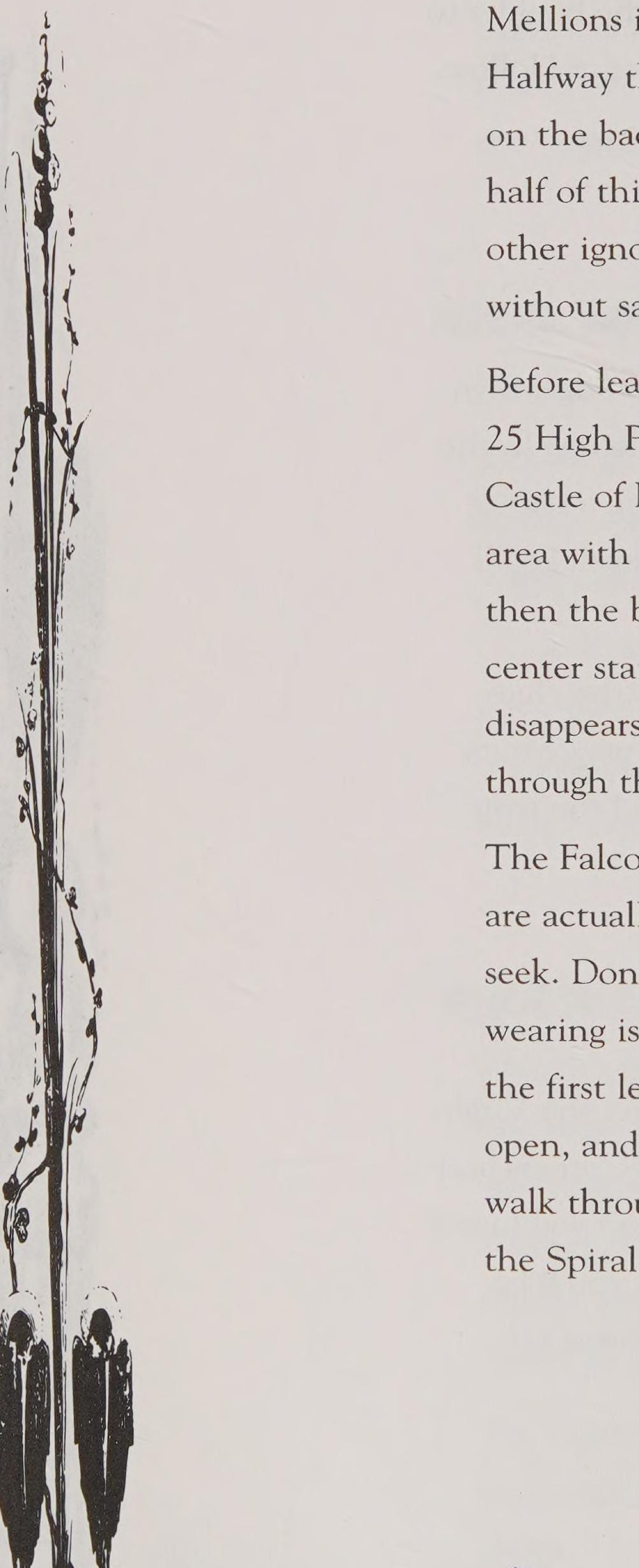
In Arcadia, get Luna to join your party and get the Virgin Medal from the Priestess. Return to Carnage Corners and sign Luna up for the contest. Go back to where you found the teleport trap in the graveyard. This time, you'll be able to pass through and defeat the demon. Return to Carnage Corners for your reward.

MELLIONS

Mellions is north of the magical barrier to Arcadia. Halfway there, you'll find a signpost with a clue written on the back. (Each of the jar merchants in Mellions has half of this clue, but as soon as you've talked to one, the other ignores you, so you can't get the complete solution without saving and restoring.)

Before leaving Mellions, make sure that you have at least 25 High Potions. When you're ready, travel east to the Castle of Kalist. At one point in the castle, you'll find an area with nine staircases. Use the upper-right staircase, then the bottom-left staircase, and finally the bottom-center staircase to reach a new area. Luna mysteriously disappears, so you'll have to rely on potions to get through the rest of the dungeon.

The Falcon Sword and the Genji Armor that you find are actually just cheap imitations of the equipment you seek. Don't put them on; the equipment that you're wearing is far superior. After rescuing Luna, go back to the first level. The locked door near the entrance is now open, and the Demon Key you find there will let you walk through a wall to the east. You'll be teleported to the Spiral Path.



THE SPIRAL PATH

The Spiral Path is a potential destination for Luna's teleport spell, so if you're running low on supplies, you can teleport to a town and then back here. When you're ready, walk through the spiral and find the town of Moronvia.

FELINE FARMS

Feline Farms is northeast of Moronvia. Talk to Partesia and then go north to the Canine Caverns.

In the far southeast part of the Canine Caverns is an illusionary wall that you can walk through to reach the second level. On the second level, there is another illusionary wall to the east, and a maze with invisible walls to the north. Go through the maze, kill the boss dog, and return to Partesia for your reward.

Go to Moronvia, and give the liver lumps to the hungry guard. Leave town and come back, and the guard is sleeping. Explore the lower section of the town.

LAKE OF THE FAIRIES

The Lake of the Fairies is northwest of Feline Farms. Talk to the fairies, and then go northwest to the town of Tristrap. In Tristrap, you'll be told that the fairies are in trouble, so go back and talk to them again.

Go to the lower level of Moronvia and get the Pearl of Sorrow from Alice.

THE XENTAR TEMPLE

The real Falcon Sword and Genji Armor can be found in the Xentar temple, east of Tristrap. At the top of the temple is a long stairway leading up into the clouds. Talk to Althea and you'll be teleported to the Arena.

ARENA

You cannot leave this area until you've won the final battle, so be careful about saving. You'll want to have at least 50 High Potions at this point.

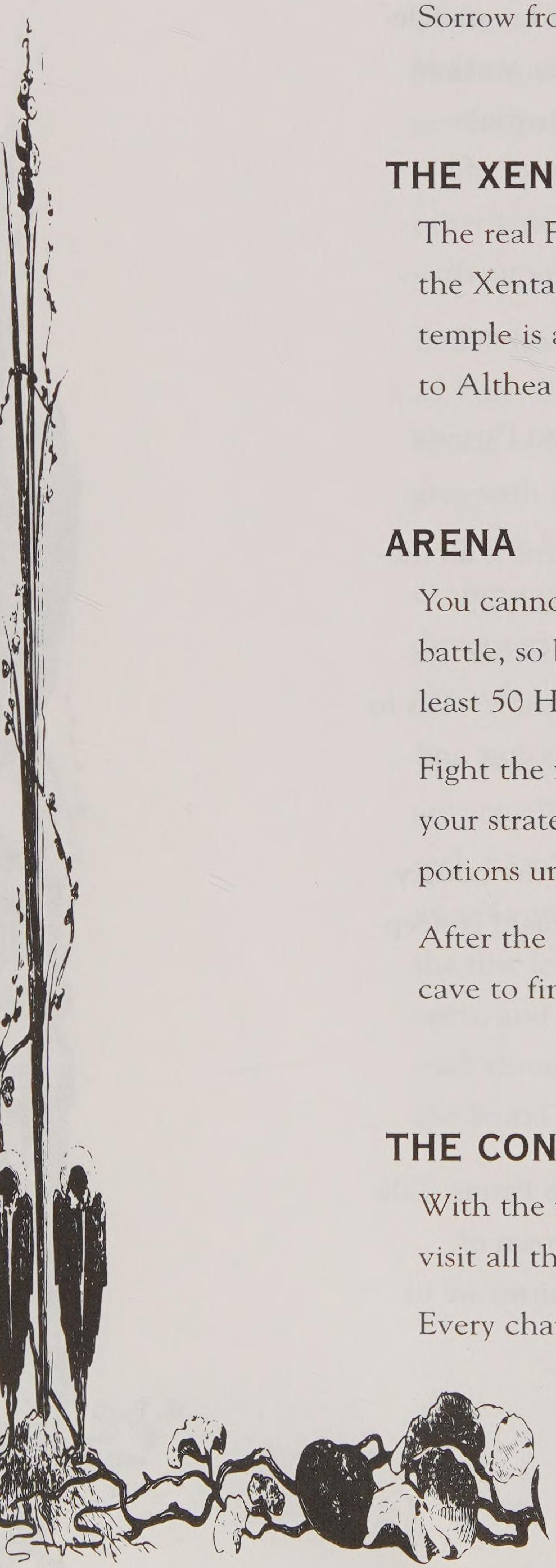
Fight the final battle. There aren't any tricks; just set your strategy to "G8," Offensive, and keep drinking potions until you win.

After the battle is over, search the signpost south of the cave to find the Magic Mirror.

THE CONCLUSION

With the forces of evil defeated, it's fun to go back and visit all the towns to see what the townspeople are up to.

Every character in the game has something new to say.



To bring the game to its proper conclusion, go to Arcadia and talk to Aquarina and then the Princess and watch the closing credits.

ONLINE SUPPORT

Filename: KX_HIN.TXT Size: 12423

Title: Knights Of Xentar Walkthrough (Text)

This is a complete walkthrough in question-and-answer format for the Megatech Software game Knights Of Xentar. Uploaded by Megatech Software. [Copyright (c) 1995 by Megatech Software. All rights reserved.]

LANDS OF LORE: THE THRONE OF CHAOS

VITAL INFORMATION

Publisher	Westwood Studios
CD-ROM	Yes
Completion Time	40–50 hours
Perspective/View	First person
Movement	Step
Combat	Real-time
Automapping	Auto
Diary	No
Party Size (Maximum)	1–3
Save/Restore Game	Anywhere

OVERALL DIFFICULTY **EASY**

PART III

POWER TIPS

1. Start off each new zone by exploring without trying to solve the puzzles, but killing all the monsters you come across. You should then have most, if not all, of the zone mapped (by the automap feature) and most, if not all, of the monsters eliminated. You'll now be able to find the switches and buttons that you may not have noticed. You'll also have a much easier time solving the puzzles without distractions.
2. When you come across acid-spitting creatures, remove your armor or it may be destroyed. You can recover; your armor cannot!
3. A weapon's effectiveness depends on the creature you are fighting, so try out different weapons.
4. Use the freeze spell on rock monsters.
5. Poison gas areas cannot be avoided, but you can minimize the effects by running through them.
6. When a character is poisoned, let his health drop to nothing; then use the heal spell on him and he will recover.
7. Try customizing use of your three main characters so that each of them is expert in a particular skill; make one an expert fighter, one an expert mage, and one an expert rogue. But make sure they are all reasonable fighters and magicians. I found

Bacatta made the best rogue, while Paulson is a good fighter. This means your main character should be strong in magic. This may make Michael seem a poor choice, but it just means that selecting Michael makes your party more dependent on fighting ability and much less on magic.

8. You'll need a highly skilled thief at the end of the game. The best way to do this is to build up Baccata's skills by having him repeatedly fire a missile weapon. Certain items can also increase thieving skill if they're equipped. You'll want to wind up with a skill of at least 7.

ABOUT THE GAME

The game is set in an unnamed land, ruled by Good King Richard. He is opposed by the evil Scotia (not to be confused with Scorpia), who has recently come into possession of the Nether Mask, a potent magical artifact that allows her to take on the form and powers of any living creature. Your goal is to track Scotia down and defeat her.

WALKTHROUGH

GLADSTONE KEEP

As the game opens, you are given the chance to choose one of the King's four champions to go on the quest. Pick whichever one you like; they're all about equally good, although each has a different set of skills.

Talk to the King and get the key from him. Use the key to get into the library and find the Magic Atlas, which turns on your automap. Also get the Royal Writ from Geron so that you can leave the castle.

THE NORTHLANDS FOREST

Explore the forest. In some trees, you'll find nests and hollows; search them to obtain useful items. Also explore the Thug's Hideout to the west to find a lantern and some more treasure. Finally, go south to the Marina and book passage to the Southlands.

THE SOUTHLANDS FOREST

In the Grey Eagle Inn, you can add Timothy to your party. You'll also be able to pick up a magnetic compass. Travel through the woods to Roland's Manor.

Once inside Roland's Manor, examine the fireplace to find a scroll.

Go west and get past the ogre. If you're lucky, you can bluff your way past him; otherwise you're in for a tough fight. Open the wall to the east of the ogre to talk to Roland. The chest nearby contains the money that you'll need to buy passage back to the Northlands.

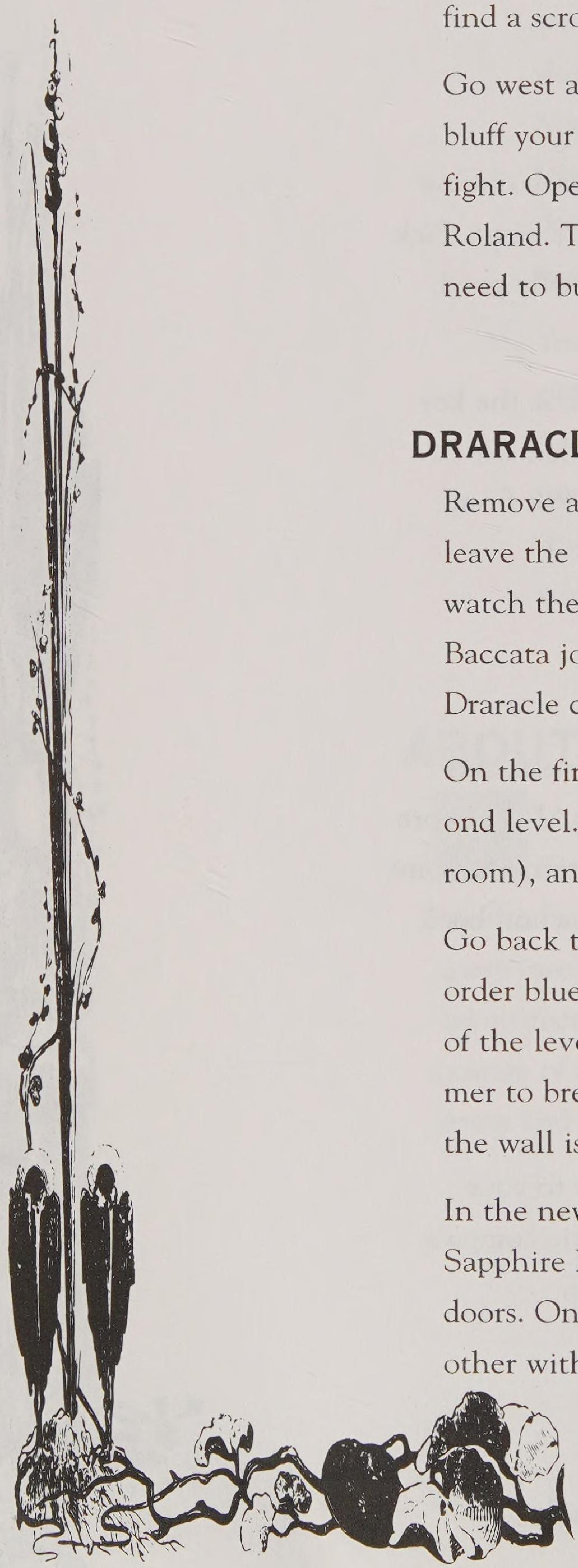
DRARACLE CAVE

Remove all of Timothy's equipment, since he's about to leave the party. Go back to King Richard's castle and watch the confrontation with Scotia. Talk to Dawn, and Baccata joins the party. You should now go to the Draracle cave, east of the castle.

On the first level, jump down into a pit to reach the second level. You'll find a sledgehammer, Lora (in the pod room), and a passage back to the first level.

Go back to the first level and push the buttons in the order blue, green, red to close the pit and explore the rest of the level. Find an Emerald Eye and use the sledgehammer to break down a crumbling wall. On the other side of the wall is a second pit to level 2.

In the new section of level 2, you'll find a chest with a Sapphire Eye. Further on is a room with two dragon doors. One is opened with the Sapphire Eye, and the other with the Emerald Eye. Once you start down one



passage, it is no longer possible to explore the other. Choose one or the other; the Sapphire Path is shorter, but the Emerald Path gives you more experience.

SAPPHIRE PATH

In the northeast corner is an illusionary wall that you can walk through. Find the Silver Cup in a chest on the other side. Elsewhere is a pit with a button behind it. Throw a rock across the pit to hit the button; this enables you to get a key. Take the stairs to level 3.

On level 3, find the stairs to level 4.

EMERALD PATH

In the niche with the "Dagger In, Dagger Out" note, take the note and put a dagger in the niche. Push the button, pull the lever, push the button, pick the lock, push the button, put the note in the niche, and push the button. A passageway opens, leading you to the Jeweled Dagger. Take the stairs down to level 3.

On level 3, find the stairs to level 4.

DRARACLE CAVE, LEVEL 4

Find a set of stairs back up to a new part of level 3. Remove Lora's equipment. At the arch, offer either the Jeweled Dagger or the Silver Cup, depending on which

path you took. Get the scroll from the Draracle, and return to the surface.

On your way back to the castle, Timothy directs you to Lake Dread, to the southeast, where you can get passage to Opinwood.

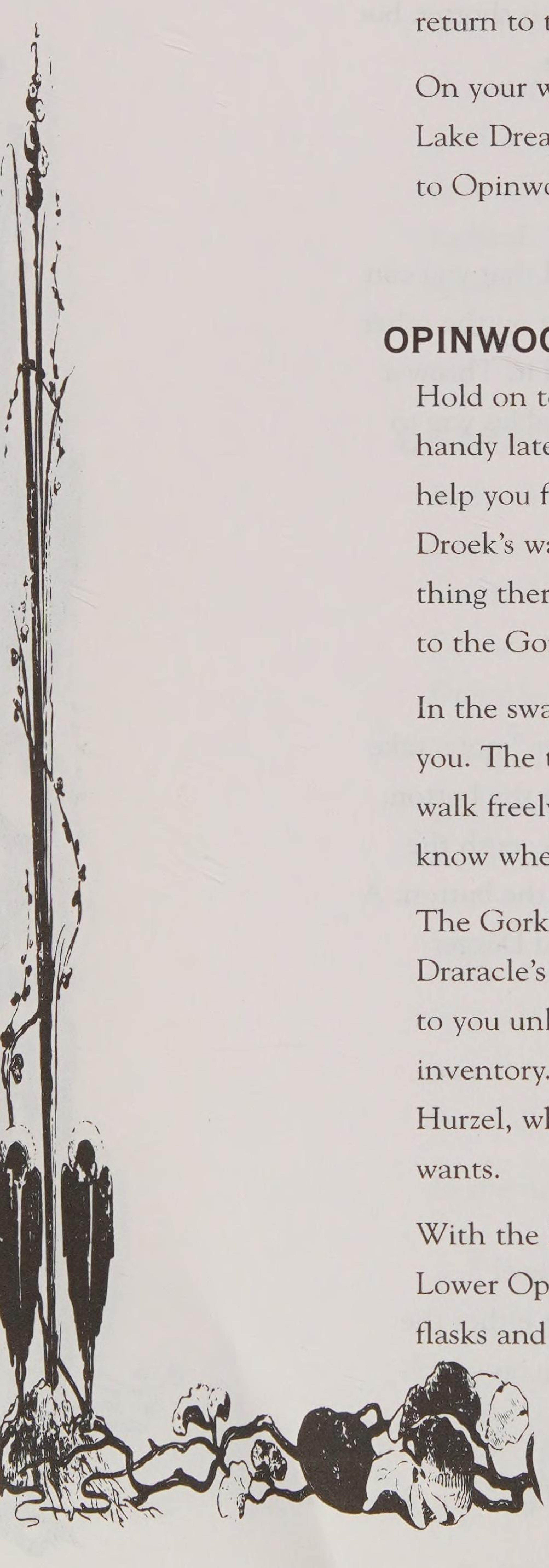
OPINWOOD

Hold on to any green skulls that you find; they'll come in handy later. Give some money to the beggar and he'll help you figure out the Draracle's scroll. You should find Droek's wagon, although you won't be able to do anything there until you get the Ruby of Truth. Travel north to the Gorkha Swamp.

In the swamp, walking across sinkholes normally kills you. The trick is to cast a "Freeze" spell, which lets you walk freely for several moves. Walk slowly, so you'll know when the spell runs out.

The Gorkha Witch Doctor helps you figure out the Draracle's Riddles for a price. The Chieftain won't talk to you unless you've moved all of your weapons into your inventory. Ask him for the ruby, and then go kill the Hurzel, who has the Ceremonial Mask that the Chieftain wants.

With the Ruby of Truth, go back to Droek's wagon in Lower Opinwood and talk to Dawn. She'll give you some flasks and a Pyramid Key.



Go back to the swamps and use a flask to get some Swamp Water for the potion. Leave the swamp to the north to find Upper Opinwood.

Find a hornet's nest and get some Hornet's Honey for the potion.

Further to the north, you'll encounter a magical barrier that cannot be passed yet.

Enter the Urbish Mining Company.

URBISH MINING COMPANY

Early on, you'll encounter a Larkhon. This is easily killed with a green skull. It's also possible to kill it with thrown weapons, but this is very difficult. If you have to use weapons, note that the Mining Company has exits into both Upper and Lower Opinwood.

If you get pinned against the staircase, leave the dungeon and come in through the other entrance.

Both security doors cannot be opened at the same time; you must close one before attempting to open the other. Get the silver key and use it on Underground level 1; jump down pits to level 3.

Make sure that both levers are up for the mine car and ride it south. Use the pick to get some coal. Move the left lever of the mine car down and go to the east, where you'll find the stairs to level 4.

On level 4, get a bloodstone after killing a rock monster; you'll need this for the potion. Find a gear and return to the Office level.

The coal and the gear can be used to repair the machine on the Office level and drain the lower levels of the dungeon.

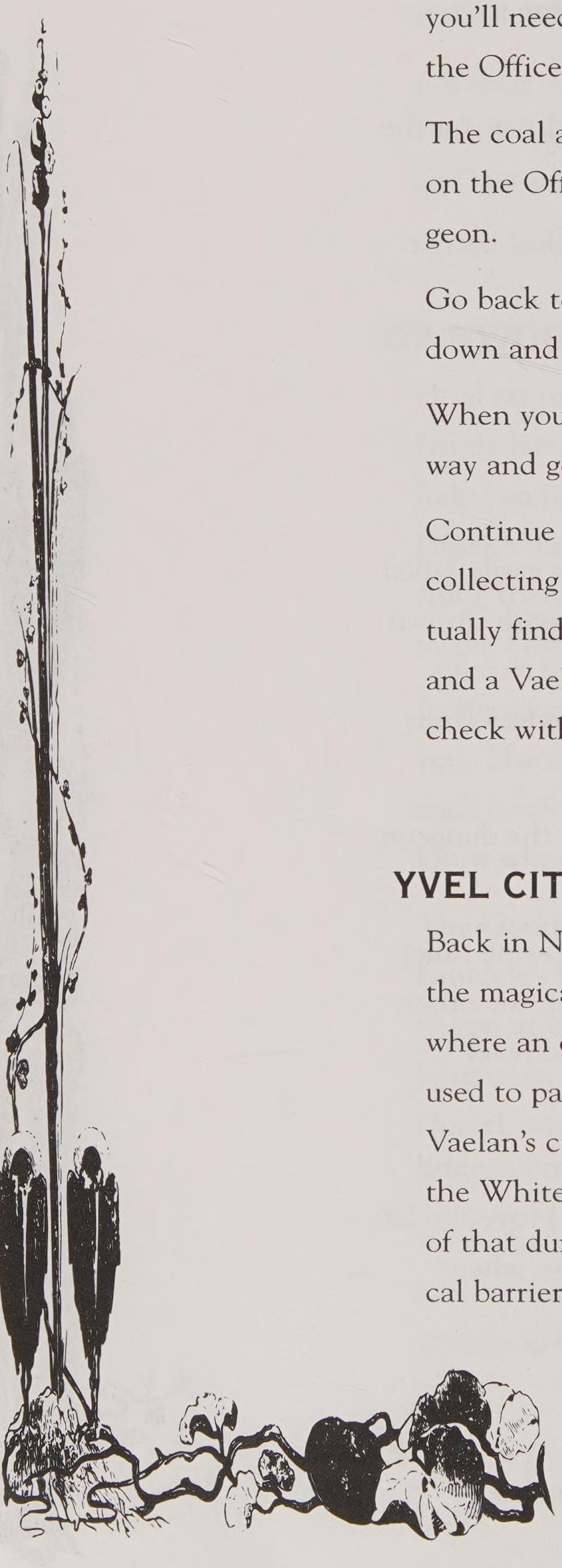
Go back to Underground level 1. Turn the south wheel down and the north wheel up, then teleport into level 2.

When you smell gas, cast Fireball to blow open a passageway and get a key.

Continue to work your way through all levels of the mine, collecting keys and entering unexplored areas. You'll eventually find Paulson; he'll give you the second Pyramid Key and a Vaelan's Cube. (If he doesn't have Vaelan's Cube, check with Dawn back in Opinwood.)

YVEL CITY

Back in North Opinwood, use Vaelan's Cube to get past the magical barrier. Pass through into the Yvel Woods, where an orc holds a second Vaelan's Cube which can be used to pass another barrier and enter Yvel City. (The Vaelan's cube can also be used to destroy the monsters in the White Tower, so you might want to clean out as much of that dungeon as you can before bringing down the magical barrier and going to Yvel City.)



Sadie, in the east-central section of the city, gives you Magic Powder, which is the last of the four ingredients you need for the potion.

Geron, in the City Council building, gives you the third Pyramid Key and directs you to the White Tower.

Explore the rest of the city for treasure and then go back into the Yvel Woods and find the White Tower.

WHITE TOWER

On level 1, rescue Lyle and find the Amber Ring near him. Put the ring in the "Ring for Admittance" alcove to reach level 2.

In the Darkroom on level 2, close the door and push the button to get a key. Work your way up to level 3. The monsters on level 3 are very tough, but can eventually be defeated. Retreat downstairs whenever you need to heal. After much exploration, you'll find the Ivory Key and the Blue Mystic Key, which let you reach the basement, below level 1.

In the basement, get the Crucible of Faith, and use it on the Altar DeBlanca on level 1. Place the four ingredients in the Crucible, and the Elixir is complete.

YVEL CITY

Talk to the City Council. They'll tell you to find Dawn in Opinwood. On the way there, you'll encounter Scotia disguised as Dawn. You shouldn't give her the key; but if you do, you'll be able to recover it later in the game.

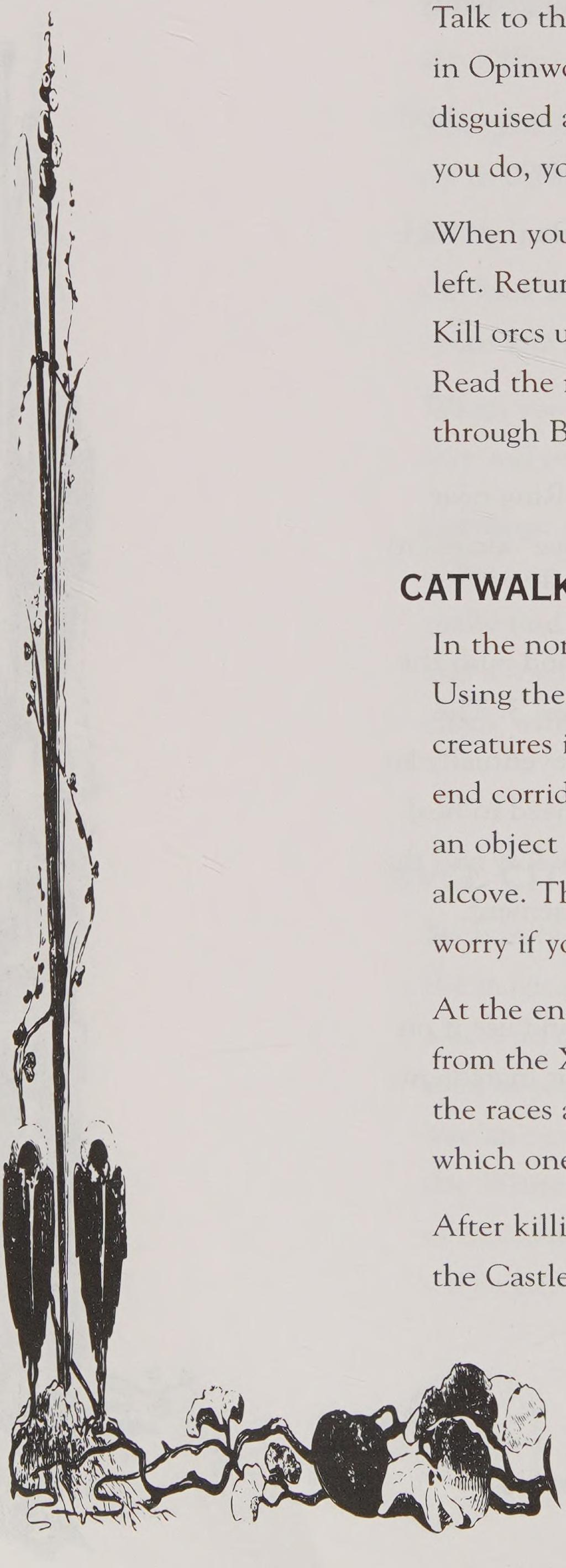
When you reach Opinwood, you'll find that Dawn has left. Return to Yvel in time to fight off the orc invasion. Kill orcs until you hear them blow the signal for retreat. Read the note on the Council Chamber door and pass through Bruno's Inn to reach the Catwalk Caves.

CATWALK CAVES

In the north part of the maze is an interesting puzzle. Using the Gauntlet of Force, push three of the electrical creatures into the circuits at the end of the long dead-end corridors. When you've done this, you can duplicate an object of your choosing by placing it in the central alcove. This isn't required to solve the game, so don't worry if you've already killed off the electrical creatures.

At the end of the maze, you'll encounter representatives from the Xeobs and Knowles. You must ally with one of the races and exterminate its enemies. It doesn't matter which one you choose, but the Knowles are easier to kill.

After killing all of the enemies, you'll be teleported to the Castle Cimmeria Basement.



CASTLE CIMMERIA

Many of the chests in this dungeon have no keys and can only be opened by a skilled lock picker. If you don't have a thieving skill of 7 or so, be prepared to make a lot of attempts before you succeed.

In the dungeon, find the diamond and the fourth Pyramid Key and go up to level 1. On level 1, the Vaelan's Cube that the Xeobs/Knowles gave you can help defeat the monsters. Find the Cobra Figurine and use the diamond to free Dawn from the crystal ball.

You'll reach a large room where your Magic Atlas disappears, disabling your automap. The book reappears as soon as you leave the room. Map out the teleporters and weigh down every floor plate you find to turn some of the teleporters off.

In this area is a Dragon Figurine and an illusionary wall leading to a stairway out.

You are transported to a new part of level 2. Take the stairs up to level 3. Explore the area thoroughly. If you look at your automap, you'll see that a group of walls seem to spell out, "1 + 1 = 3." Push some buttons to change the "3" to a "2," and a new passage will open, leading you to the Human Figurine.

King Richard is back on level 2. Use the four figurines to bend the light away from the case and then use the four Pyramid Keys to free the King. Finally, use the Elixir and wake him. He gives you the Shard of Truth. Combine this with the Ring of Truth to make the Whole Truth.

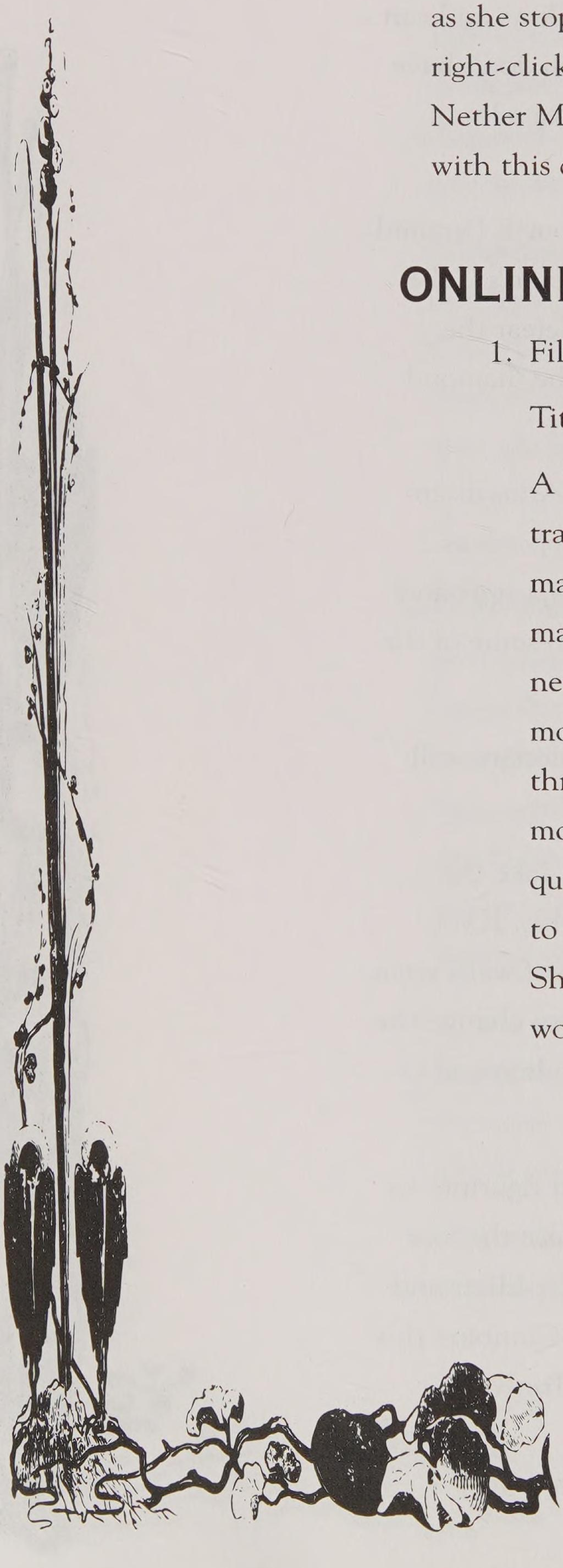
Finish exploring level 3. Scotia is in the center. As soon as she stops talking, quickly use the Whole Truth by right-clicking it on your character. This disables the Nether Mask and prevents her from changing forms; with this done, she can be attacked and killed.

ONLINE SUPPORT

1. Filename: LOL1TR.ZIP Size: 8545

   Title: Lands Of Lore V1.1A Trainer (IBM)

   A Lands Of Lore interactive in-game TSR-style trainer. Functions include: toggle health and magic values, toggle coins to 32,000, unlimited magic mode, unlimited health mode including a never-hit feature, restore poisoning, unlimited movement mode that enables you to walk right through walls and avoid traps, a mighty warrior mode that makes you always hit your enemies, a quick recovery for fighting, SUPER damage mode to enemies, refill lamp to full, and more! Shareware. Uploaded by author. This version works with Lands Of Lore ver 1.1A only.



2. Filename: LOLMP.ZIP Size: 8760

   Title: Lands Of Lore Lantern Editor (IBM)

   This zip contains the C source code to replenish your lantern in Lands Of Lore. Not as powerful as the other LOL editors, but extremely valuable for fledgling hackers. Notes are included to show how to access other values as well.

3. Filename: TRLAND.ZIP Size: 14708

   Title: Lands Of Lore Trainer Disk Version E1.22 (IBM)

   Lands Of Lore Interactive In-Game Trainer. This version only works with the Disk vE1.22 patch from Westwood Studios. Trainer functions include: in-game help screen, restore Health/Magic, toggle 32k coins, change spell, restore condition, toggle 999/999 Health/Magic, refill lantern, unlimited Magic/Health, movement and mighty warrior modes, and more.

4. Filename: LOL.REV Size: 9729

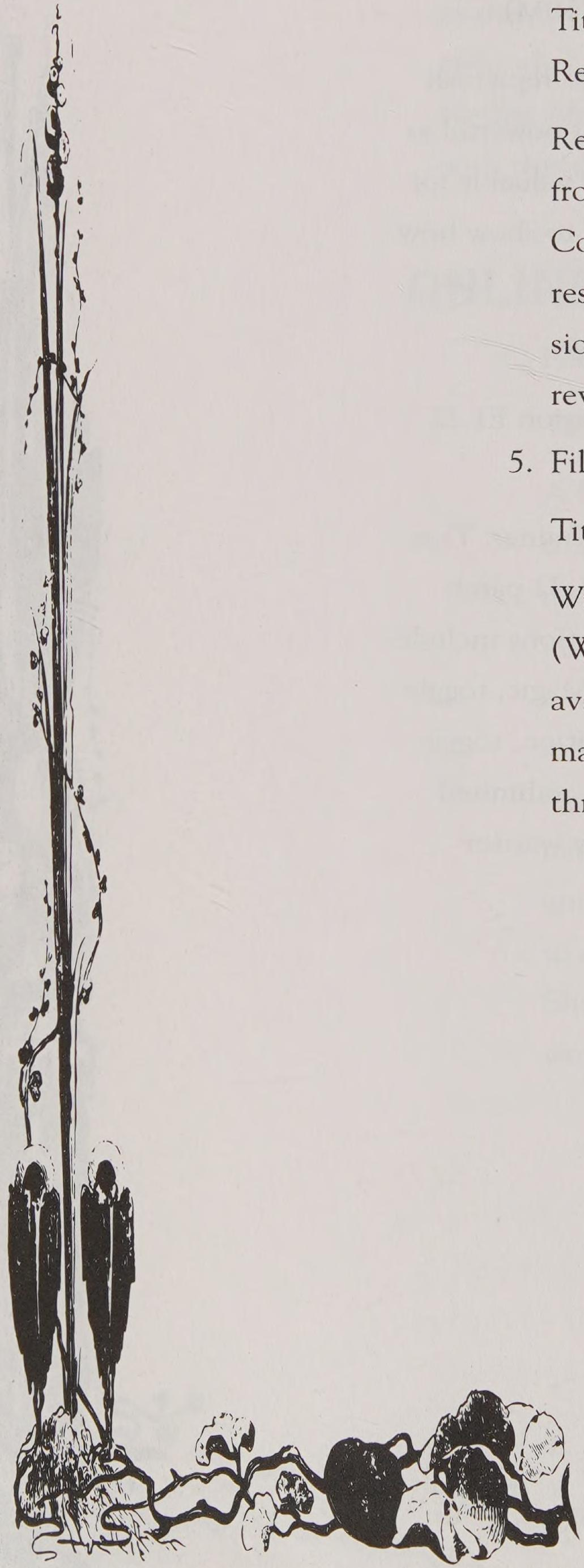
   Title: Lands Of Lore: The Throne Of Chaos Review (Text)

   Review of Lands Of Lore: The Throne Of Chaos from Westwood Studios and Virgin Enterprises. Copyright (c) 1994 by Diana Griffiths. All rights reserved. Not to be distributed without permission. LOL is the reviewer's first CRPG. Read the review with this in mind.

5. Filename: LOL.WLK Size: 43509

   Title: Lands Of Lore Walkthrough (Text)

   Walkthrough for Lands Of Lore (Westwood/Virgin Games). Reference maps are available in this library as LOLMAP.ZIP and the maps are required to make full use of this walkthrough.



MENZOBERRANZAN

VITAL INFORMATION

Publisher	Strategic Simulations
CD-ROM	Yes
Completion Time	60 hours
Perspective/View	First person
Movement	Step or 3-D scrolling
Combat	Real-time
Automapping	Automapping with notes and print
Diary	No
Party Size (Maximum)	4
Save/Restore Game	Yes

OVERALL DIFFICULTY **MEDIUM-HARD**

BUG ALERT

In earlier versions of the game, there is a random bug that can prevent your main enemy from showing up in the final battle. If this happens, the game becomes unwinnable. A patch is available.

POWER TIPS

1. Certain events are inevitable. Drizzt's kidnapping is an example.
2. Try not to let the Aboleth infect anyone, since the disease is hard to heal.
3. If the smooth, free-scrolling movement is difficult to control or disconcerting, invoke the step movement command.
4. The CD-ROM version of the game contains additional side-quests and graphic and sound enhancements.

ABOUT THE GAME

Menzoberranzan uses the same game engine as the two Ravenloft games but is set in a different world and isn't considered part of the Ravenloft series.

As the game opens evil Dark Elves from the underground city of Menzoberranzan have invaded a small town on the surface and taken many of the citizens captive. Your party is called upon to track down the invaders and rescue their prisoners from abject slavery.

WALKTHROUGH

THE VILLAGE

Go outside and fight the remaining invaders and then locate the well in the center of the village. Just east of it is a building with several buckets around it. To the southeast is a burning warehouse. Equip buckets of water and use them next to burning sections of wall to put out the fire. If you run out of water, refill your buckets at the well. Repeat until the fire is completely out.

Talk to Baldassar, just north of the eastern gate, to get some more information and some equipment. Talk to the innkeeper to get a magic helm that is vitally important later in the game.

Exit the town to the east.

THE PLAINS

Talk to Vermulean, who lives in a cottage in the plains east of town. Continue east, into the next section of plains.

In the far northeast is Drizzt's cave. He isn't home right now, but you can find some treasure by pushing a button on the wall and opening a secret door.

Further south is a cave containing the four gems that Vermulean needs. You'll also find some potions of jumping, which are needed to jump over large patches of stalactites and through holes set high in the wall.

Get Vermulean to enchant the four gems, and then travel east and south to a narrow valley. You'll meet Drizzt along the way and should agree to let him join the party.

Pass through the valley into the last section of the plains and find the entrance to the Underdark.

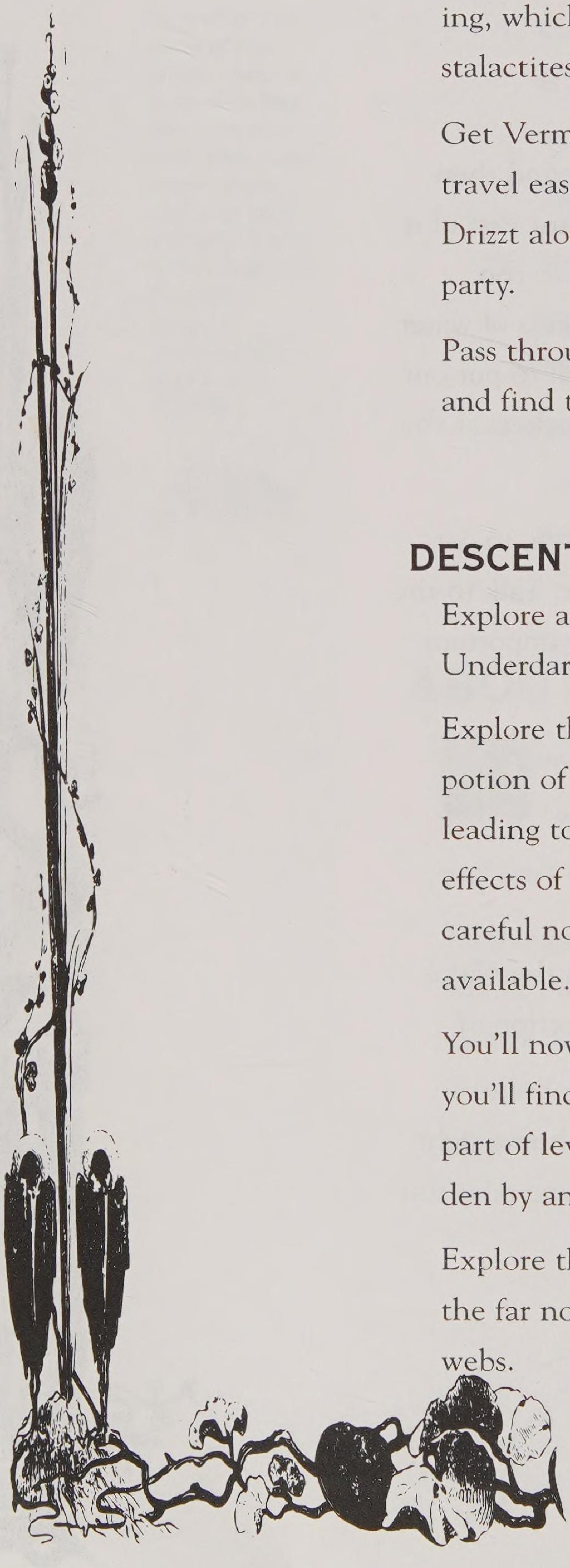
DESCENT INTO THE UNDERDARK

Explore as much as you can of the first level of the Underdark and find the stairs leading down.

Explore the second level. Find a potion of Flight and a potion of Passweb, which enable you to reach some stairs leading to an unexplored part of the first level. The effects of these potions wear off when you sleep, so be careful not to waste them—only a limited number are available.

You'll now be able to explore the rest of level 1, and you'll find a stairway going back down to the unexplored part of level 2. The stairway is in the far southwest, hidden by an illusionary wall.

Explore the rest of the second level, finding the door in the far northwest, behind an illusionary wall and some webs.



It's best not to let Borenorak join the party at this point. Later in the game, Drizzt leaves the party, and Borenorak is the only person you can find to replace him.

After taking the stairs, you'll reach the Underground Lake. Scoot by the dreaded, disease-ridden Aboleth.

Once past the lake, travel through the Dwarven Mines to find the Temple of Dumathoin. (The dwarven runes can be read by a dwarf, or by using the Comprehend Languages spell.)

TEMPLE OF DUMATHOIN

Note that the two long north-south corridors look like hammers in the map. You've seen references to an object hidden in the "right-hand hammer," so find an illusionary wall in the far northeast of the map. Push a button to open a nearby wall and get the Holy Symbol of Dumathoin.

Search the rest of the level for the keys that you'll need to reach the second level. Be sure to pick up the pickax.

On the second level, find the button in the south-central area that gives you access to a key. Use the key in the far northeast to open a section of wall. Step into the new area to be teleported into a secret corridor, which leads to the Dwarven Horn.

Travel to the southwest and use the Horn at the statue to get the Chalice. Take the Chalice and the Holy Symbol along the southern corridor to reach level 3.

On level 3, use the pickax on a diamond in the wall in a room to the northwest. (In some versions of the game, the program crashes if you try to use the pickax on any gem other than this. When you're in the right room, one of your party members makes a comment about the gem.) Use the diamond at the fountain in the east-central part of the level. This fountain is the only way that the Aboleth sickness can be healed.

Further south is a small area where you can climb back up through unexplored sections of the previous levels, eventually reaching a room in the Dwarven Mines. At this point, Drizzt is captured.

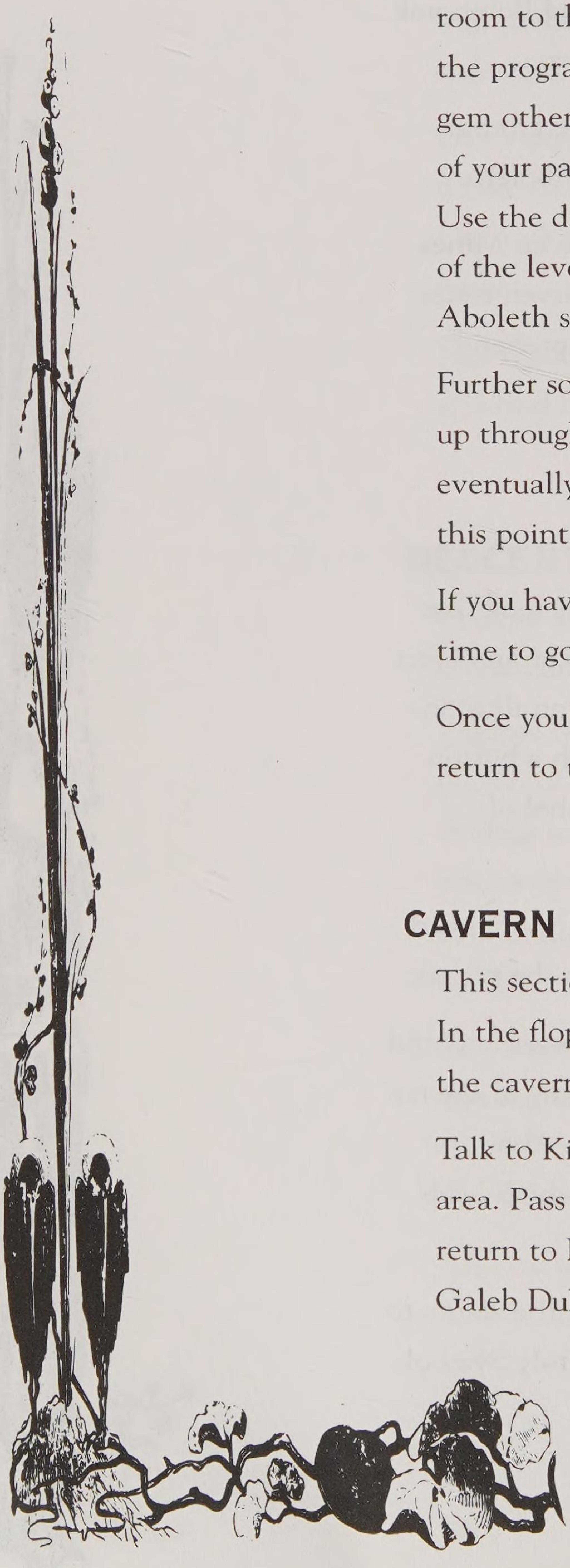
If you haven't recruited Borenorak, this might be a good time to go back and get him.

Once you've entered the mine car, there is no way to return to the upper levels.

CAVERN OF THE MYCONIDS

This section exists only in the CD version of the game. In the floppy disk version, the mine car goes directly to the cavern of Galeb Duhr.

Talk to King Feerus, and he'll open a passage to a new area. Pass through and kill all the umber hulks, then return to Feerus for a reward. Descend to the cavern of Galeb Duhr.



CAVERN OF GALEB DUHR

Talk to the Galeb Duhr, an intelligent section of wall north of the entrance. Find potions of Flight and Passweb, and use them to explore the level and find the necklace. Return it to Galeb Duhr and he'll open the passage to the next level.

CAVERN OF THE DRIDERS

Work your way through the level, picking up any blue gems you find.

On level 2, talk to Maznafein and get the scroll of Spider Shape. Find stairs up to an explored part of level 1. Find the chasm and use the scroll of Spider Shape to cross it. Make sure that you have at least two blue gems. If you don't have them, there are two on the far side of the chasm you can find.

Use the blue gems as payment to cross the underground river and enter the city of Menzoberranzan.

MENZOBERRANZAN

Go to the bazaar and trade the Helm (that you got way back at the beginning of the game) for a music box and some magic candles.

Go to the Tower of Sorcere and give the music box to Jalynfein in exchange for the Scroll of Drider Wish.

Go to House Baenre. You'll automatically use the Scroll of Drider Wish and then be ordered to retrieve the Helm of Spiders.

Go back to the bazaar, just in time to find out that the Helm has been stolen. Talk to Ssar Tarell, who directs you to House Fey Branche. Go to House Fey Branche and find the wizard. He helps you disguise yourselves, asks you to find the location of a particular gem, and directs you to see Rizzen.

Back in the bazaar, Ssar Tarell helps you communicate with Vermulean on the surface. He'll identify one of the gems that you carry as the Gem of Lolth.

Go to Carpathian's Tavern and talk to Rizzen, who gives you some more information and then sends you to Jarlaxle.

Go to Gollvelius' Tavern and talk to Jarlaxle, who asks you to find a necklace in Mantle Cavern 2.

MANTLE CAVERNS

Explore Mantle Cavern 2 and find the necklace. Take it to Jarlaxle, who admits that he doesn't actually have the insignias you need. He sends you to Mantle Cavern 1, where you can ambush some drow and steal an insignia.

HOUSE DO'URDEN

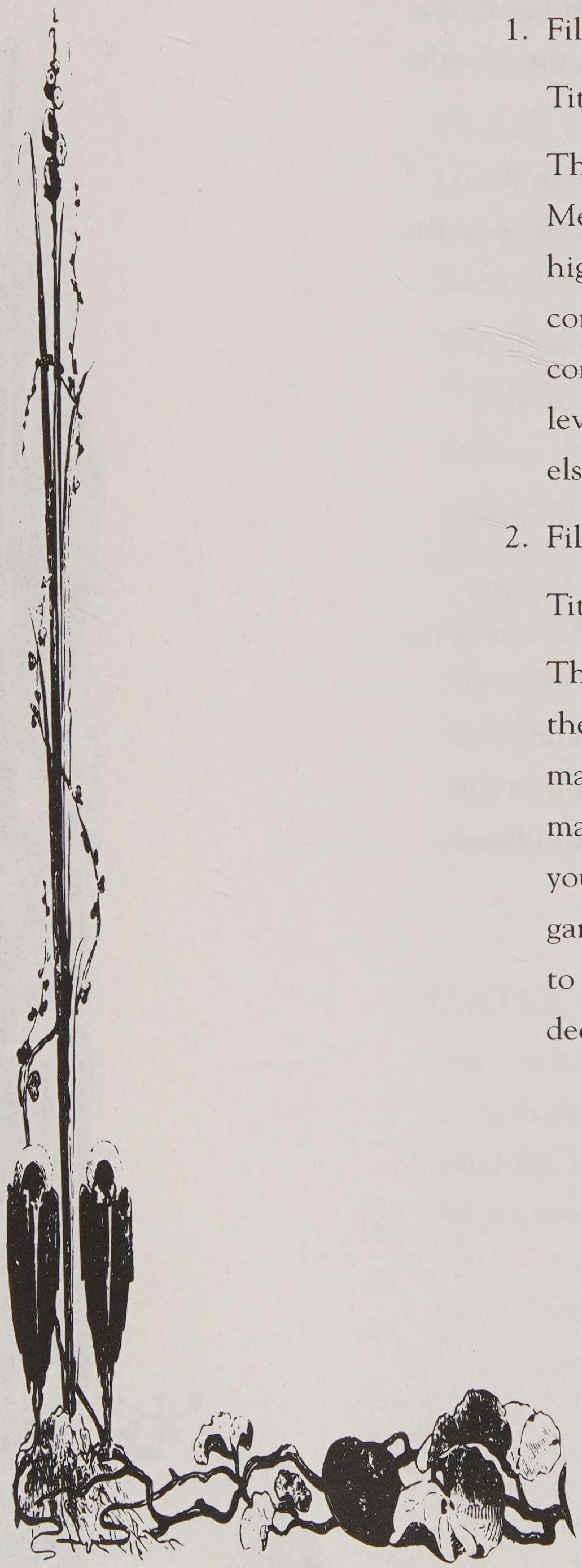
Before entering, you should have the Gem of Lolth, the password from Rizzen, and the insignia from the Mantle Cavern.

Search around for keys and find the stairs up to the Noble's area. Find a levitation tube to take you up to the next level.

In the southwest is the Helm of Spiders. When you approach it, it teleports into a room just to the east, behind an illusionary wall.

Combine the Gem of Lolth with the Helm of Spiders.

Return to the first Noble's level and use the key you found near the Helm of Spiders to explore the rest of the area. Work your way west until you can find and kill Malice. Get a key from her and kill the invading Fey Branche troops. Rescue Drizzt and then return to the lowest level, using Malice's key to rescue the villagers.



ONLINE SUPPORT

1. Filename: MENZO.ZIP Size: 1019

   Title: Menzoberranzan Saved Game (IBM)

   This file contains a saved game of Menzoberranzan right before the last fight with high priestess of Lolth. Almost all of the maps are complete and have more or less understandable commentaries. These commentaries begin at first level (Village) and continue through all the levels to the Temple.

2. Filename: MNZOSG.ZIP Size: 73566

   Title: Menzoberranzan Saved Game/Maps (IBM)

   This is a Menzoberranzan saved game file from the Temple of Dumathion Level 3. Most of the map areas are filled, some stairs and ladders are marked, but there is very little annotation, so you'll still be surprised by things. Load the saved game into a save directory and start it if you wish to check out the maps. Requires PKUnzip to decompress.

MIGHT AND MAGIC IV: CLOUDS OF XEEN

VITAL INFORMATION

Publisher	New World Computing
CD-ROM	Yes
Completion Time	50 hours
Perspective/View	First person
Movement	Step
Combat	Turn-based
Automapping	Yes
Diary	Yes
Party Size (Maximum)	6
Save/Restore Game	Anywhere except combat

OVERALL DIFFICULTY **MEDIUM**

POWER TIPS

1. Make sure that you have the Detect Secret Doors skill. Keep an eye on the gargoyles on the border of the screen; if one of them starts waving, then try to bash in the wall ahead of you.
2. Speak "Shangrila" to any magic mirror to visit a hidden city that makes the path to victory very easy.
3. Lloyd's Beacon should be used to travel easily back and forth between important locations.
4. Pinpoint areas where multiple fountains that temporarily enhance attributes are grouped. Power up, then monster whomp for quick increases in experience.

ABOUT THE GAME

The Might and Magic series is one of the longest-running on the market. Clouds Of Xeen is the fourth installment. Although the earlier games were more difficult, the last few installments have been ideal for novices: The game engine isn't terribly complicated, and comes with a very good automap and a built-in quest notebook that makes it easy to keep track of where you've been and what you need to do.

Your ultimate goal is to defeat the tyrant, Lord Xeen.

WALKTHROUGH

TOWN OF VERTIGO

Locate the guild and the trainers to pick up all the available spells and skills.

Fight your way through the monsters and find a crate inside the warehouse. It contains a note explaining the source of the monsters; take it to the Mayor for your reward.

WILDERNESS

Explore as much as you can of Wilderness sectors E-3 and F-3 outside Vertigo. Because you can't climb mountains yet, you'll have to wait until you gain the appropriate skill before exploring the rest of the sectors.

Pick up the Detect Secret Doors skill, and find the entrances to some of the dwarven mines.

DWARVEN MINES

There are five dwarven mines, named respectively Mine 1, Mine 2, Mine 3, Mine 4, and Mine 5. They can be reached from the surface, or by finding a mine car and typing in the appropriate destination.

After exploring the five surface mines, you'll know the name of the first of the four Deep Mines. Deep Mines cannot be reached from the surface; you must learn their names and use a mine car to travel to them. The names are Alpha, Theta, Kappa, and Omega. The Dwarf King lives in Mine Omega; kill him and return to the Mayor in Vertigo for a reward.

WILDERNESS

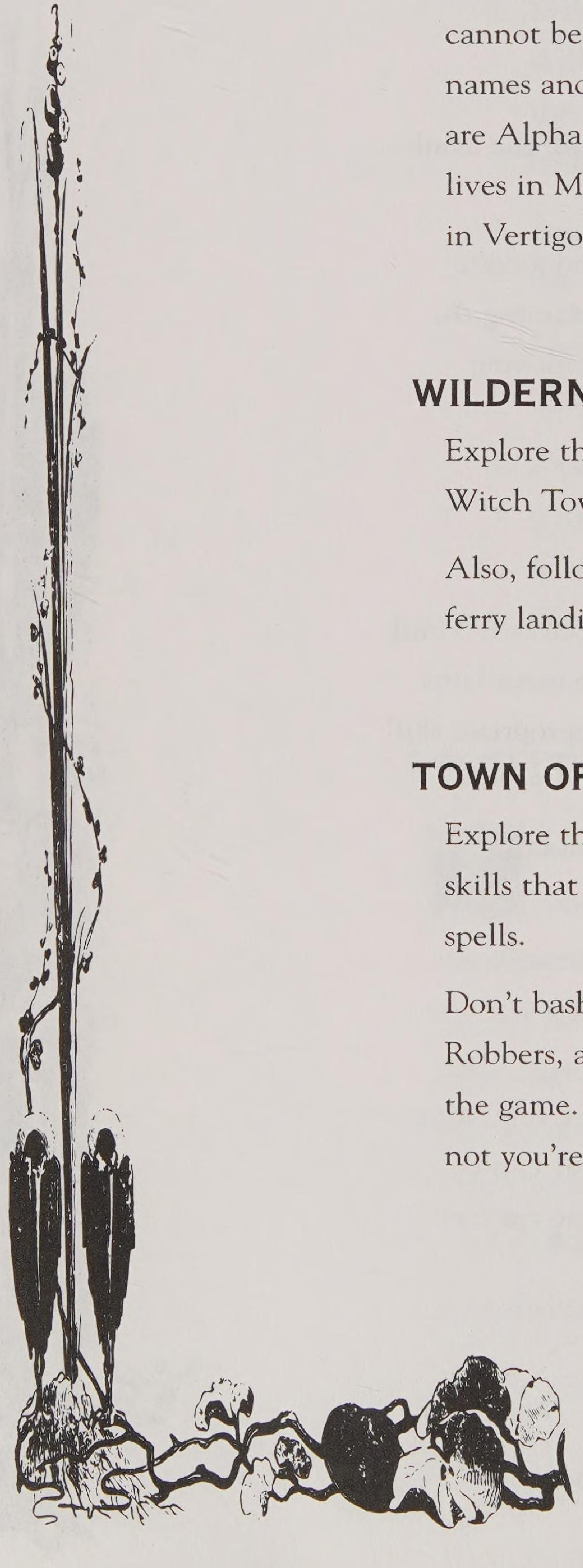
Explore the sectors E-3, E-4, F-3, and F-4. Get the key to Witch Tower.

Also, follow the road from Vertigo east until you find the ferry landing, and take the ferry to River City.

TOWN OF RIVER CITY

Explore the public areas of the city, picking up all the skills that are available and joining the guild to learn spells.

Don't bash open the locked gates yet; the Sorceresses, Robbers, and Yang Knights are too tough at this stage of the game. Come back periodically and see whether or not you're ready to kill them.



WITCH TOWER

Free the prisoners on level 1 to get the password "Rosebud," which is used on level 4.

The clouds above the tower can be explored only if you have the Levitate spell from River City. Keep an eye on the time; the spell will wear off at 5 a.m., and you'll fall through the clouds if you're standing on them.

The talking heads have clues, but you won't be able to understand them until you've picked up the Linguist skill from Castle Burlock.

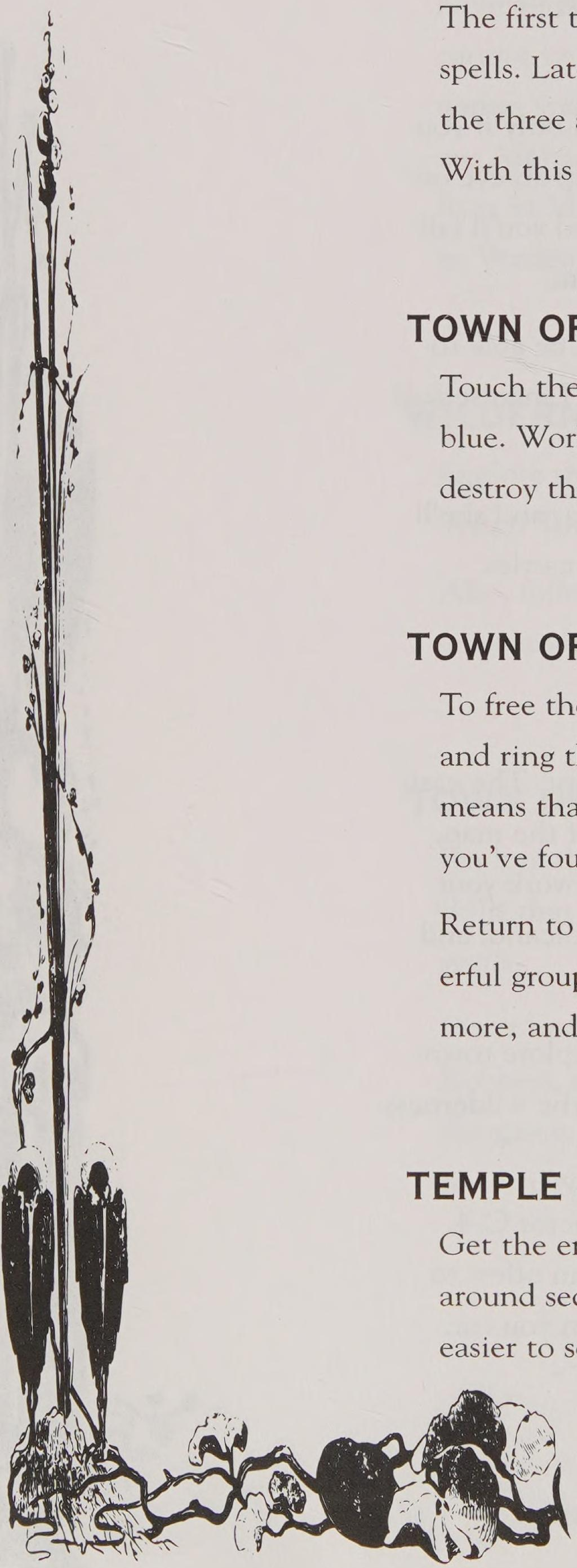
Take the Alicorn from level 4 back to Falista, and she'll give you the Crusader skill, needed to enter castles.

WILDERNESS

Explore as much of the wilderness as you want. The easiest monsters are in the southeast quadrant of the map, and they get more and more difficult as you work your way clockwise. The toughest areas are the volcano, and parts of the central lake.

If the monsters are too hard for you, then explore towns and dungeons to gain experience; return to the wilderness when you feel ready.

Be sure to find the ruins of New Castle in sector C-4. Leave and come back, and the King's Taxman offers to sell you the deed to New Castle. Buy it when you can afford it.



TOWN OF NIGHTSHADOW

The first time you enter, just join the guild and buy spells. Later on, you'll want to kill Count Draco. Turn the three sundials to 9, and then sleep until it's dark. With this done, you'll be able to open his coffin.

TOWN OF ASP

Touch the southeast and northwest globes to turn them blue. Work your way through the teleporter maze and destroy the transformer.

TOWN OF WINTERKILL

To free the town, kill all of the ghosts, save the game, and ring the southern gong. If the ghosts reappear, it means that you didn't kill all of them. Make sure that you've found the ghosts hiding in the secret passages.

Return to the Mayor and he'll tell you that a more powerful group of ghosts has arrived. Cleanse the town twice more, and you'll finally get your reward.

TEMPLE OF YAK

Get the entrance stone in sector D-4. Flip levers to move around sections of wall; the Wizard's Eye spell makes it easier to see what you're doing.

There are eight King's Megacredits here; you must find at least five of them.

CASTLE BURLOCK

Explore the castle and the towers. There is a lot of treasure here to steal, but you'll probably want to leave it where it is for a while. Otherwise you'll have to fight your way down past vast numbers of guards.

If you have the deed to Newcastle and five Megacredits, you can get the Newcastle foundation rebuilt.

Return to Newcastle and explore your new home. The Taxman gives you the stone to enter the Tomb of Terrors.

TOMB OF TERRORS

This is a fairly straightforward dungeon. You'll need to have at least five Megacredits when you leave, and there are nine in the tomb.

Take the Megacredits back to Castle Burlock and get the Newcastle Keep built. When you return to Newcastle, the Taxman gives you the stone for the Golem Dungeon.

CAVE OF ILLUSION

Before you can construct the Newcastle Dungeon, you must get an excavation permit from the castle. In order to get a permit, you must free the wizard Crodo. Your quest starts in the Cave of Illusion.

Descend to the fourth level and pull the plug to drain the level and open the safes. Also, a skull offers you the key to the tower of High Magic for 300 gems.

TOWER OF HIGH MAGIC

Get the key to Darzog's Tower on level 4.

In the clouds above the tower, examine the statues for some information, and bang the drums to knock loose some gems.

You'll find the gems in the barrels in the wilderness near the tower entrance.

DARZOG'S TOWER

On level 2, use the Jump spell to pass through the teleport maze. On level 4, search the tapestries to find buttons that take you back down to an isolated part of level 3. Rescue Crodo.

Don't explore the clouds above the tower yet.

SIDE QUESTS

If you haven't done so already, build up experience by exploring the rest of the wilderness and some of the dungeons you haven't been to. There's nothing here that's vital to the game, but there are many useful items and much experience to be gained.

In Castle Basenji, use the password "There wolf" to get the Scroll of Insight. Returning this to Arie in sector A-1 gets you an amulet for the Northern Sphinx.

In the Northern Sphinx, use the password Golux to reach the stairs to the second level.

The mouth of the volcano hides a dungeon. Fight your way down to the lowest level to find the stairs into the long-lost city of Shangri-La. There are no quests to perform in the city, but you'll be able to buy every spell and skill in the game.

There aren't any puzzles to solve in the Dragon dungeon; just lots of gold and lots of danger.

GOLEM DUNGEON

If you explored the earlier dungeons carefully, then you already have five Megacredits and can skip this area if you want. Otherwise, you can explore the Golem Dungeon to get more Megacredits or just earn lots of experience.

In the Wood section, flip all of the switches, and use the Teleport spell to escape the blocked passages.

In the Stone section, push buttons until six glowing rocks are visible.

In the Iron section, flip levers to open walls deeper in the maze. A teleporter takes you to the Diamond section. Diamond Golems are best killed with magic, because they tend to break weapons when they're attacked physically.

CLOUDS OF XEEN

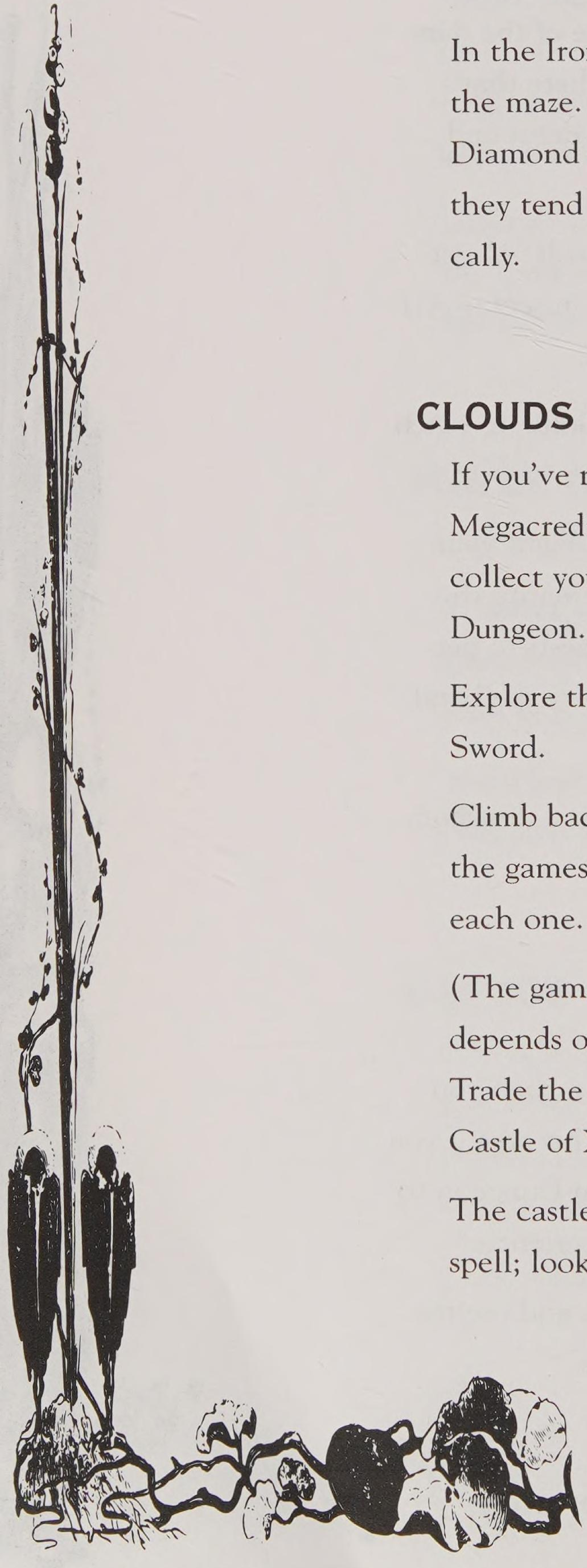
If you've rescued Cordo, and you have at least five Megacredits, then you can go back to Castle Burlock, collect your excavation permit, and buy the Newcastle Dungeon.

Explore the Newcastle Dungeon to find the Xeen Slayer Sword.

Climb back to the top of the Tower of Burlock, and play the games in the four booths until you've won a doll at each one.

(The games are random, and your chance of winning depends on the attributes of the character who plays.) Trade the four dolls for a Cupie Doll, needed to enter the Castle of Xeen.

The castle itself can be reached only with the Teleport spell; look for a sign identifying the "jumping-off" point.



CASTLE OF XEEN

First, climb to the tops of the four towers and destroy the machines to get rid of most of the traps. Next, climb up to the fourth level of the central part of the tower.

There's a lot of up-and-down here, but the automap keeps you from getting lost.

Xeen's pet can be killed by conventional means.

Xeen himself cannot be harmed by spells, or by any weapon other than the Xeen Slayer sword. Have your best fighter equip it, and kill Xeen to get the Scepter of Temportal Distortion.

To see the closing credits, attempt to take the magic mirror in the Castle of Xeen. Unfortunately, there's no way to recover the mirror undamaged and give it to the King.

You'll notice that several dungeons remain unexplored. To enter them, you must install the sequel, Darkside Of Xeen, and then embark on the World Of Xeen quests. The walkthrough for these quests can be found in the next section of this book.

ONLINE SUPPORT

1. Filename: XENTIP.ZIP   Size: 16793

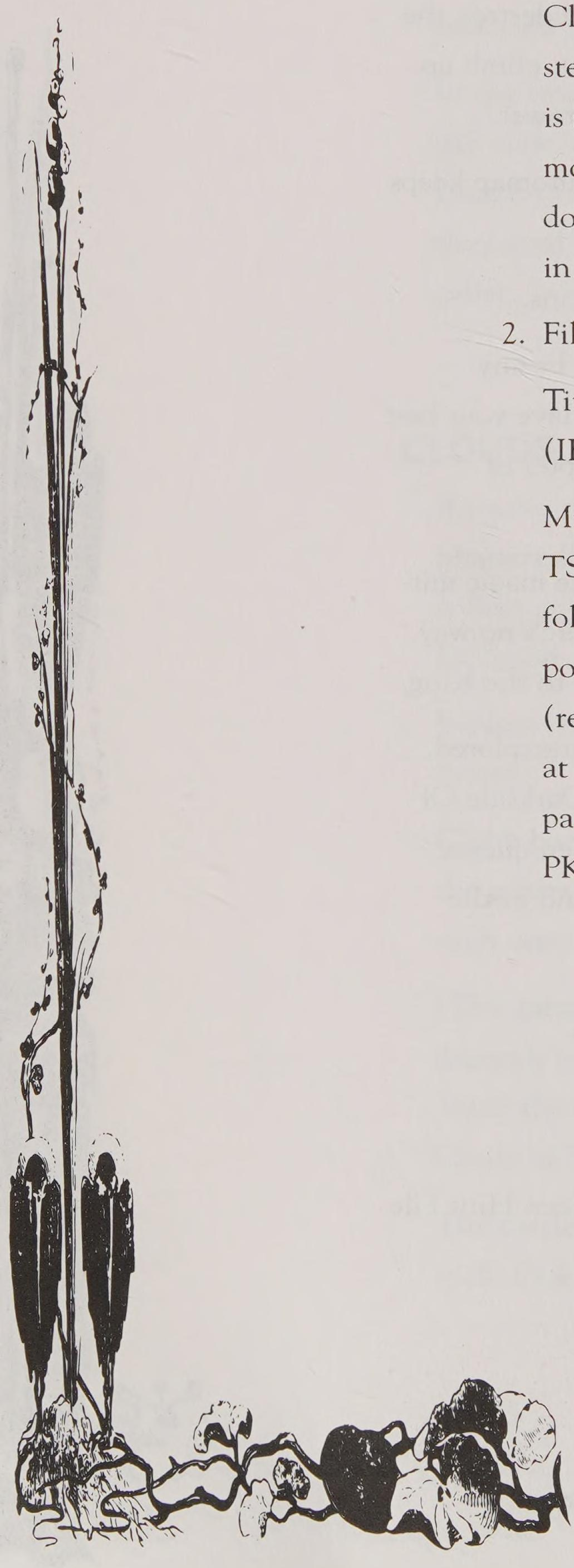
   Title: Might and Magic: Clouds Of Xeen Hint File (ZIP)

This is a guide to playing Might and Magic IV: Clouds Of Xeen. It contains a partial list of monsters as well as lists of weapons and armor. There is a strategic guide to forming a party and fighting monsters. This file was placed in the public domain on Internet by the author. The text file is in ZIP format.

2. Filename: XEENTR.ZIP Size: 5773

   Title: Might and Magic: Clouds Of Xeen Trainer (IBM)

   Might and Magic IV: Clouds Of Xeen Trainer. TSR-Style Trainer loads Xeen and enables the following during gameplay: Unlimited spell points, unlimited hit points, unlimited food (refresh of 5 days worth), unlimited gold (65,000 at a keystroke), and restoration of the entire party's condition to good. Shareware. Requires PKUNZIP version 2.04 or later.



3. Filename: XENITM.LST   Size: 2939

   Title: Clouds Of Xeen Weapons & Armor List (Text)

   Weapon and Armor listing for Might and Magic IV: Clouds Of Xeen. This file includes the items plus their stats and attributes to make the game easier, and saves you from having to run back to the Smithy all the time.

CHEATS

The following are some handy teleport cheat codes. Type the following at any town's teleport mirror and you'll get, well, a surprise.

TYPE	RESULT
Lord Xeen	Guess!
Count du Money	Dragon's Lair
Shangri-La	End Game
I Lost It	Get Magical Sword

MIGHT AND MAGIC V: DARKSIDE OF XEEN (WORLD OF XEEN)

VITAL INFORMATION

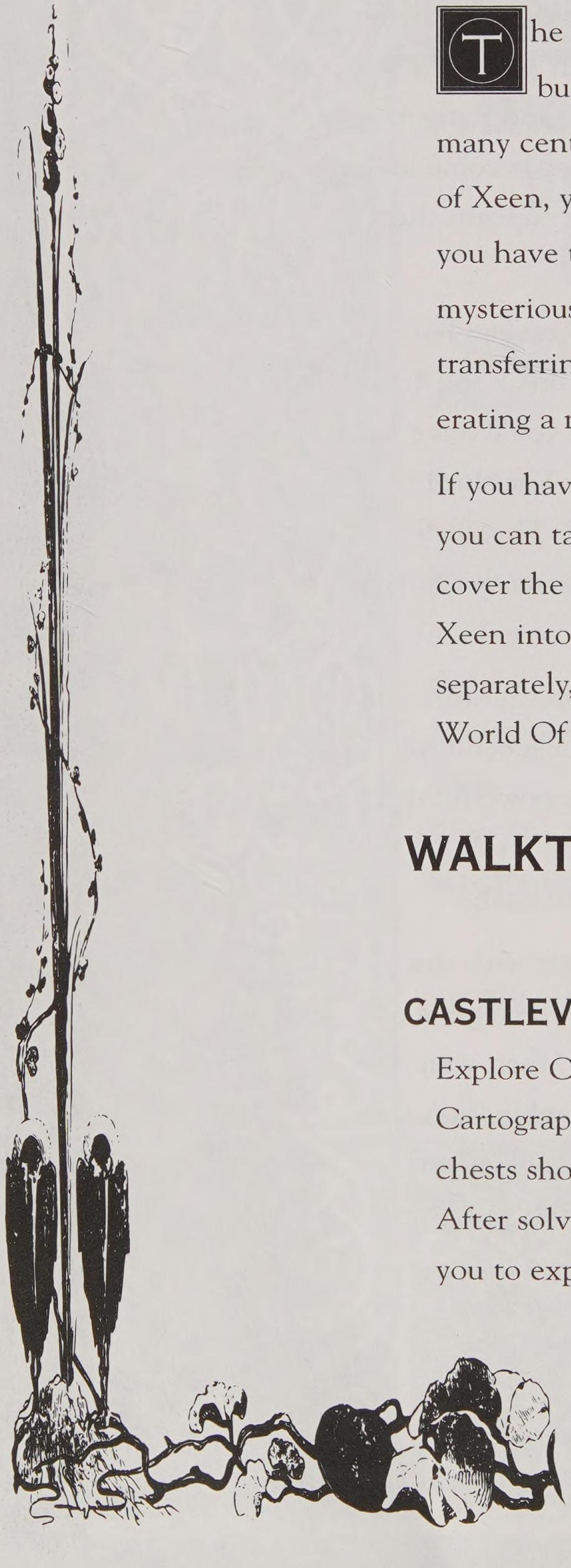
Publisher	New World Computing
CD-ROM	Yes
Completion Time	30–40 hours
Perspective/View	First person
Movement	Step
Combat	Turn-based
Automapping	Auto
Diary	Yes
Party Size (Maximum)	6
Save/Restore Game	Anywhere except combat

OVERALL DIFFICULTY **EASY**

PART III

POWER TIPS

1. The following character types make the best starting party: a Knight, a Paladin, a Ninja, an Archer, a Cleric, and a Mage. Note that Druids and Rangers are powerful at the low levels, but they become less useful later on because they're unable to learn the most powerful spells.
2. There are three ways to open doors: You can have a thief pick the lock, or you can try to break the door down. If neither method works, then you'll have to come back when you're more skilled. The third method is to use the Etherealize spell. This spell doesn't actually open doors, but teleports the party to the other side of locked doors.
3. To evaluate your equipment, take it to the store and see how much you can sell it for. As a general rule, the higher the selling price, the more powerful the item. Once you've gotten rid of all the trash, use the Identify spell to decide which items to equip.
4. Combination locks can be opened only with the Thievery skill. Examine the safe and you'll get a combination to try. If it doesn't work, then your thief needs more experience. If no combination is suggested, then this is a special high-security safe and only a resident of the castle can tell you how to open it.



ABOUT THE GAME

The world of Xeen is flat, and both sides are inhabited, but have been out of contact with each other for many centuries. In the first game set on this world, Clouds of Xeen, you defeated the tyrant Lord Xeen. In the sequel, you have traveled to the other side of the world to fight the mysterious evil that threatens it. You have the option of transferring your characters from Clouds Of Xeen, or of generating a new set for your party.

If you have both games on your computer at the same time, you can take part in an additional quest, where you'll discover the hidden secret of the world's creation, and lead Xeen into a new era. (The two games were originally sold separately, but can now be bought together under the title World Of Xeen.)

WALKTHROUGH

CASTLEVIEW

Explore Castleview and the sewers below. The answer to the Cartographer's Challenge is "sandcaster," and the lettered chests should be opened in the sequence "PITCHFORK." After solving the sewer quest, you'll get a key that enables you to explore Ellinger's Tower.

SOUTHWEST XEEN

Explore the sectors in the southwest corner of the map. The answer to the riddle in A-4 is palindrome. You'll also find two melons in A-4. Give one to the monkey in B-3, then try to enter the dungeon he tells you about. Return to the monkey, and he'll give you a key in exchange for the second melon.

CASTLE KALINDRA

If you've explored thoroughly, you'll have five energy disks for Ellinger, so give them to him and search Castle Kalindra.

Only a skilled thief can open the safes, so you'll probably have to leave them for later.

TEMPLE OF BARK

In the Temple of Bark, use the Jump spell to get through the closing passages. Be sure to free the sprite on level 3 and you'll be able to get some energy disks as a reward in sector C-4. On level 5, give five gems to each of the skulls in the south section of the map to activate the magic fountains.

You can also give gems to the northern skulls until they break. This releases a very powerful monster, and if you're able to defeat it, you'll find a vast treasure.

Explore the rest of the southern half of the wilderness. The Beast Master spell is especially useful for killing armadillos.

SOUTHERN TOWER

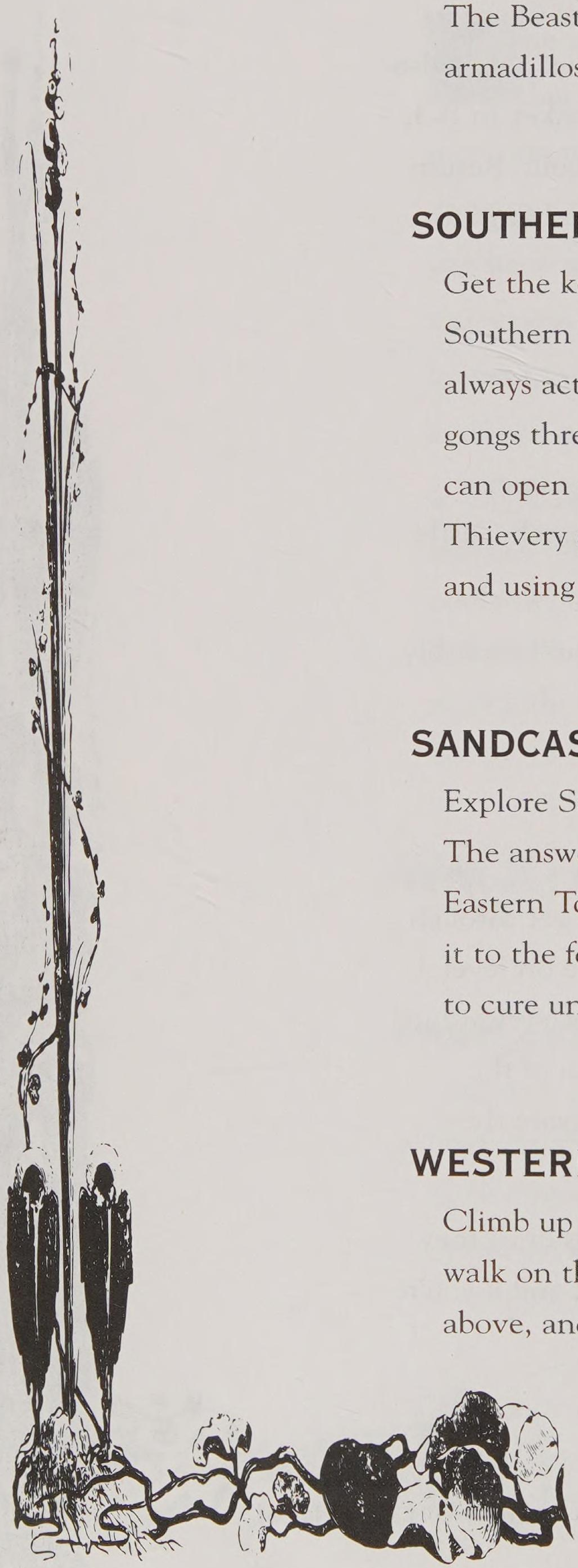
Get the key to the Southern Tower in Sector F-4. In the Southern Tower, make sure that the Levitate spell is always active, or you'll fall through trap doors. Bang the gongs three times to open some doors. On level 3, you can open the chest at 4-6 by putting a character with Thievery skill in the first position, examining the chest, and using the password "Open Sesame."

SANDCASTER

Explore Sandcaster and get the key to the Eastern Tower. The answers to the riddles are "3" and "100." Explore the Eastern Tower, and recover the Gem of Ages. If you take it to the fountain in sector F-4, you can use that fountain to cure unnatural aging.

WESTERN TOWER

Climb up to the Skyroad, and use the Levitate spell to walk on the clouds. Enter the Western Tower from above, and explore it.



Explore the rest of the wilderness, except for the lava area in the northwest. You'll find the key to the Northern Tower in sector D-1. The answer to the Enchanted Boulder riddle is "Paladin."

NORTHERN TOWER

In the Northern Tower, the riddles are proverbs with all the vowels taken out. To answer them, type in all of the missing vowels. If you have trouble, you can find the answers by searching the beds on the top floor. The answer to the final riddle is "AIE" (the vowels in "chalice").

CASTLE KALINDRA REVISITED

By now, you should have been able to give 10 more energy disks to Ellinger. Explore the new areas of Castle Kalindra.

If you haven't done so already, go back to the Temple of Bark and defeat Barkman to earn two million coins. You'll need them in the next dungeon.

DUNGEON OF LOST SOULS

Explore the Dungeon of Lost Souls. Use Lloyd's Beacon when you change levels so that you'll be able to leave and

return without having to pay twice. Free the Songbird of Serenity at 1-8 on the lowest level, and note that the phrase "My name is Sheltem" is spelled out by the dungeon walls.

CASTLE KALINDRA YET AGAIN

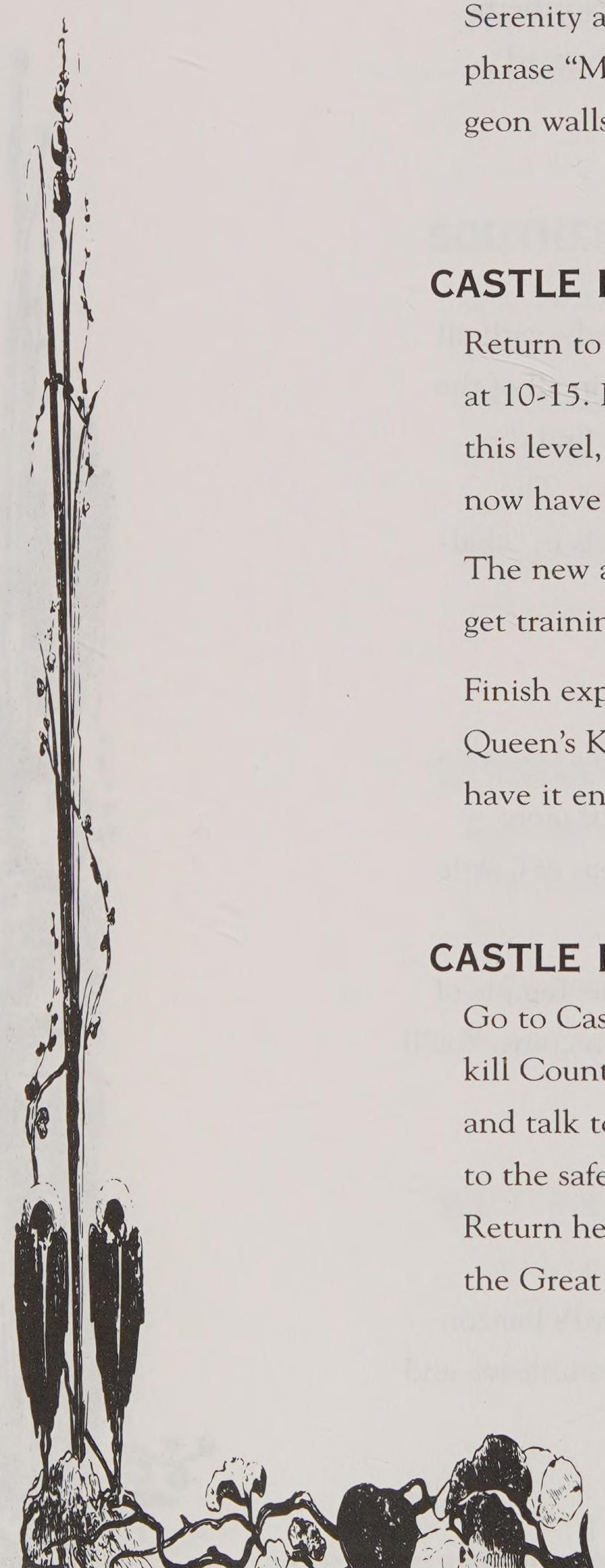
Return to Castle Kalindra, and talk to Dimitri on level 3, at 10-15. He gives you the combination to the safes on this level, and tells you about the Queen's Knight. You now have enough energy disks to fully restore the castle.

The new area of the castle has a school where you can get training above 50th level.

Finish exploring the wilderness. Say "Dimitri" to the Queen's Knight in B-1, take the bridle to Sandcaster to have it enchanted, and give it back to the Knight.

CASTLE BLACKFANG

Go to Castle Blackfang. Climb up to the third floor and kill Count Blackfang, then go down into the dungeon and talk to the Queen. She'll give you the combination to the safe in Castle Kalindra that holds her crown. Return her crown to her, and she'll give you the key to the Great Pyramid.



GREAT PYRAMID

On level 1 of the Great Pyramid, you must give numbers to the eight skulls to activate the lever at 25-20. From left to right and top to bottom, these numbers are 8, 5, 7, 9, 10, 6, 3, and 4. Pull the other six levers on this level to reach level 2. On level 2, the answer to the riddle is "1701." Talk to the Dragon King on level 4 to enter Corak's ship. Talk to Corak, and then return to the Dragon King to get the Olympus Pass.

OLYMPUS

Fully explore the Skyroad and visit Olympus. Use the password "Tribbles" in the Olympus sewers to get the Soul Box, which you should take to Corak. The answers to the Skyroad riddles are "smoke," "dust," "mud," and "steam." Visit the Elemental Planes and wake the sleepers.

CASTLE ALAMAR

Go to Castle Alamar. Pull the levers in the dungeon to get the key to Dragon Tower. On level 2, set all the dials to 9, and use the password "Sheltem." On level 3, step on the tiles in the order given in the dungeon: FEWAEEF-FWAEFAWEEWWEFAW. Remember to have Levitate active or you'll fall through the air squares.

Confront Sheltem, and the Darkside of Xeen quest is over.

WORLD OF XEEN

If you have Clouds of Xeen installed, you can continue the World of Xeen quest. You should have defeated Sheltem and Lord Xeen, woken the sleepers on Darkside, activated the machines in the Clouds, and obtained the key to Dragon Tower (from Darkside) and the Widget (from Clouds).

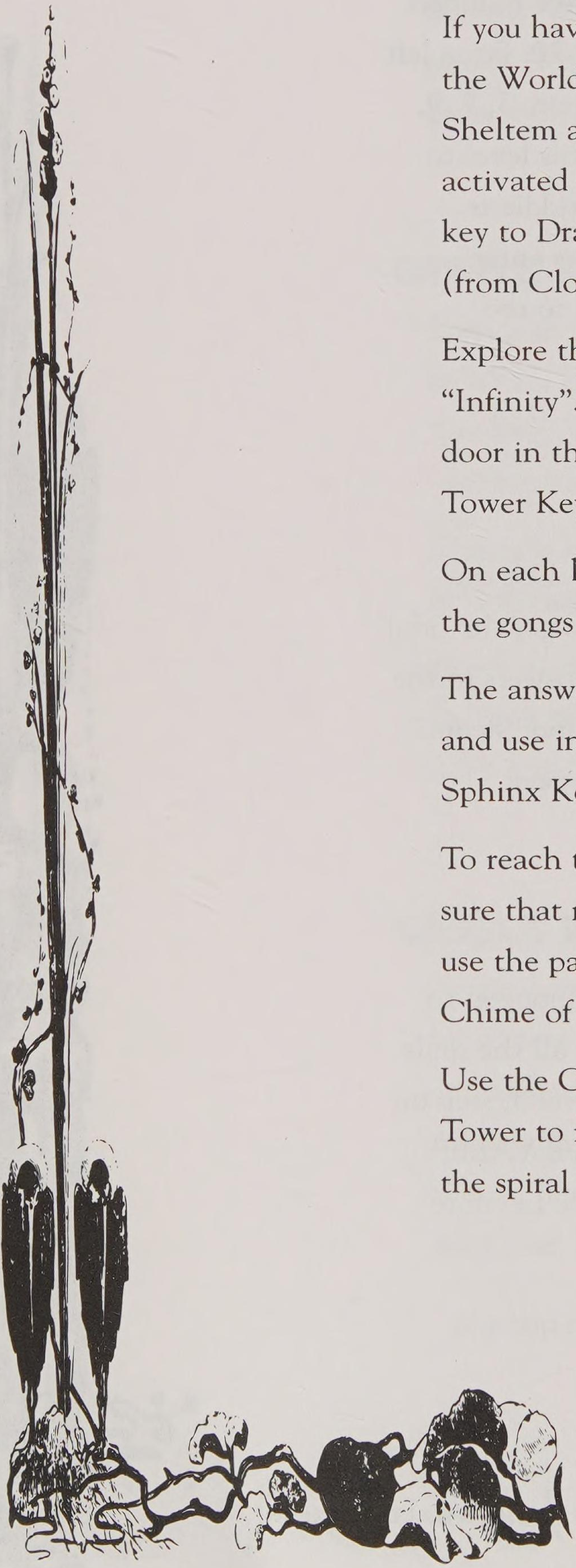
Explore the Dragon Tower; the answer to the riddle is "Infinity". Get the silver key card and use it to open a door in the dungeon of Alamar to get the Darkstone Tower Key.

On each level of Darkstone Tower, you must ring all of the gongs before you can climb to the next level.

The answer to the riddle is "120". Get the gold key card and use in the dungeon of Alamar to get the Southern Sphinx Key.

To reach the second level of the Southern Sphinx, make sure that none of your characters are cursed, and then use the password "Picard." Trade the Widget for the Chime of Opening.

Use the Chime of Opening at the top of Darkstone Tower to reach the Cloud Level. Travel to the center of the spiral to discover Xeen's ultimate secret.



ONLINE SUPPORT

1. Filename: MM5MON.ZIP   Size: 5095

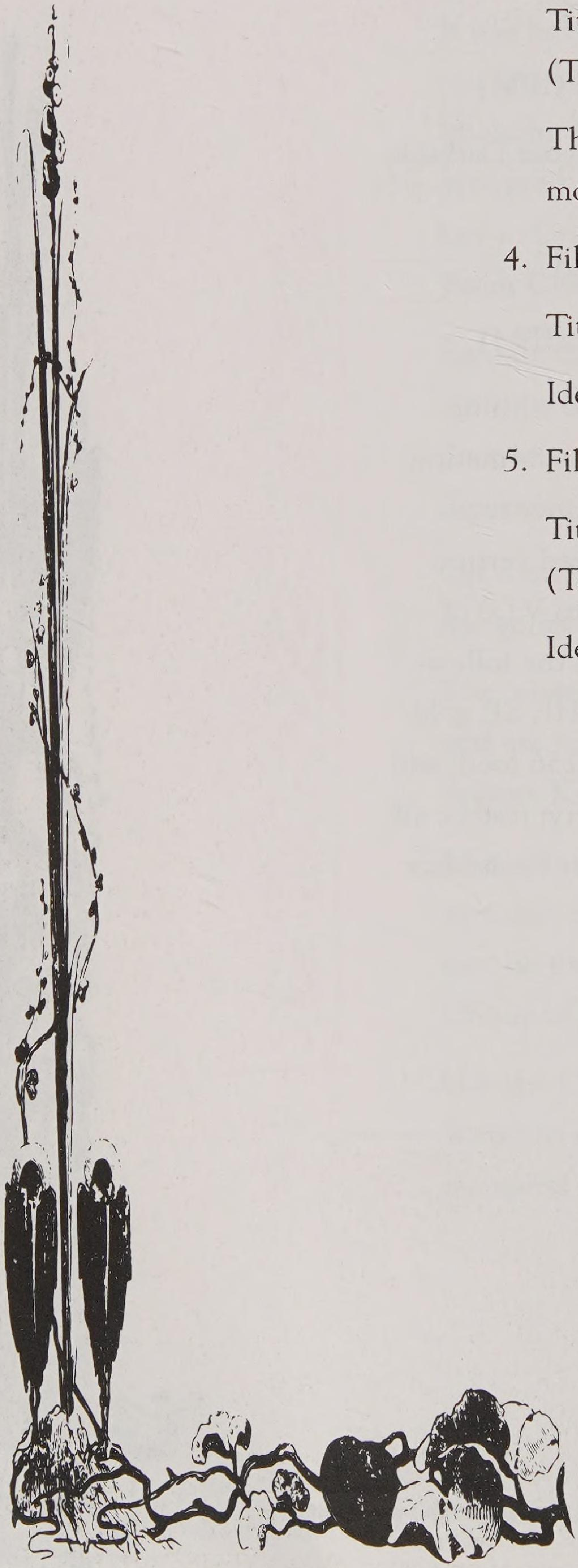
   Title: Darkside of Xeen Cheat Utility (IBM)

   Simple utility to add gold or gems to your Darkside of Xeen save game.

2. Filename: MM5TRN.ZIP   Size: 11530

   Title: Darkside of Xeen Mega Trainer (IBM)

   Darkside of Xeen MEGA-trainer V1.0 with updated .NFO files including order and information regarding Darkside of Xeen Mega-Trainer registered version. Lists features of registered version and how to order. No other changes to V1.0 of Trainer. Game Functions still include the following: Mega Stats and level, unlimited HP, SP, gold, food, gems; toggle 500,000 gold, add 256 food, add 5000 gems, add all spells, skills to Party; restore all conditions to good even if dead; Super Resistance and Super Combat Mode.



3. Filename: XEEN1.TXT Size: 2639

   Title: Worlds Of Xeen Resistance & Damage List (Text)

   This is a list of keyword resistance and damage modifiers.

4. Filename: XEEN.TXT Size: 1793

   Title: Worlds Of Xeen Attribute Words (Text)

   Identifies attribute enhancers for belts, rings, etc.

5. Filename: XEENWORD.TXT Size: 2363

   Title: Worlds Of Xeen Word Identifications (Text)

   Identifies all Xeen word attribute enhancers.

RAVENLOFT: STRAHD'S POSSESSION

VITAL INFORMATION

Publisher	Strategic Simulations
CD-ROM	Yes
Completion Time	40 hours
Perspective/View	First person
Movement	3D scrolling/step options
Combat	Real-time
Automapping	Automapping with notes and print
Diary	No
Party Size (Maximum)	4
Save/Restore Game	Anywhere, anytime

OVERALL DIFFICULTY **MEDIUM**

POWER TIPS

1. Touch all indoor walls to find hidden doors leading to other locations.
2. No mage spells can be cast if the fighter/mage is wearing armor.
3. If there is a blank area in the middle of your dungeon, look for a secret button or false wall.
4. The best starting party is a Elven Fighter/Mage and a Dwarven Fighter/Cleric. Note that Elven Fighter/Mages start with a suit of Elven Chain Mail. This is the only armor (other than robes) that a mage can cast spells through.
5. If you position yourself correctly, you can get monsters stuck on the corner of a wall or a doorway and they won't be able to advance on you. If you're at the right distance, you can hit them, but they won't be able to counterattack.
6. Powerful undead monsters can drain experience points if they hit your characters. Don't let this happen, ever. The "Negative Plane Protection" spell lets you resist draining: otherwise just keep your distance and throw fireballs.
7. If the smooth, free scrolling movement is difficult to control or disconcerting, invoke the step movement command.

BUG ALERT

Some important pieces of information are missing from the manual. The information can only be found in the Dungeons and Dragons rule books; if you're not familiar with these rules, then you might find portions of the game frustrating. Even so, it's possible to finish.

While Fighter/Mages can wear any type of armor, they're unable to cast spells while doing so. If you try, then you'll find yourself unable to use magic.

Cure Poison potions are called "Keoghtam's Ointment."

ABOUT THE GAME

Ravenloft: Strahd's Possession is the oldest of the three SSI Dungeons and Dragons games that use the first-person game engine developed by DreamForge Intertainment (the other two are Stone Prophet and Menzoberranzan). Based on the Dungeons and Dragons Ravenloft campaign setting, this game takes place in Barovia, a land plagued with werewolves and all manner of undead, and ruled by the evil vampire lord, Strahd.

This game, Ravenloft 2, and Menzoberranzan are the only RPGs known to offer a choice of movement techniques while playing. Players can toggle between smooth, free scrolling movement or step movement. This answers the prayers of many gamers that find the free scrolling action disconcerting and even dizzying during play.

As the game opens, a thief has stolen a Holy Symbol from good Lord Dhelt, who rules a kingdom in the Forgotten Realms campaign setting. You control a party of two heroes who he sends to recover it. During the chase, you are mysteriously teleported to Barovia. Your goal is to retrieve the lost Holy Symbol, and then find a way to return to your own world.

WALKTHROUGH

FORGOTTEN REALMS

Fight the assassin and get the stolen Holy Symbol. There's no way to prevent it from being taken from you again. (If there was, then this would be an awfully short game!)

SVALICH WOODS

The house nearby offers a safe place to rest, and some information about what you've gotten into. Search the walls carefully to find a button that opens the trap door on the floor, which leads into a small storage area where you can find some extra equipment.

To the south, you can find Fhalken, who joins the party if you want him to.

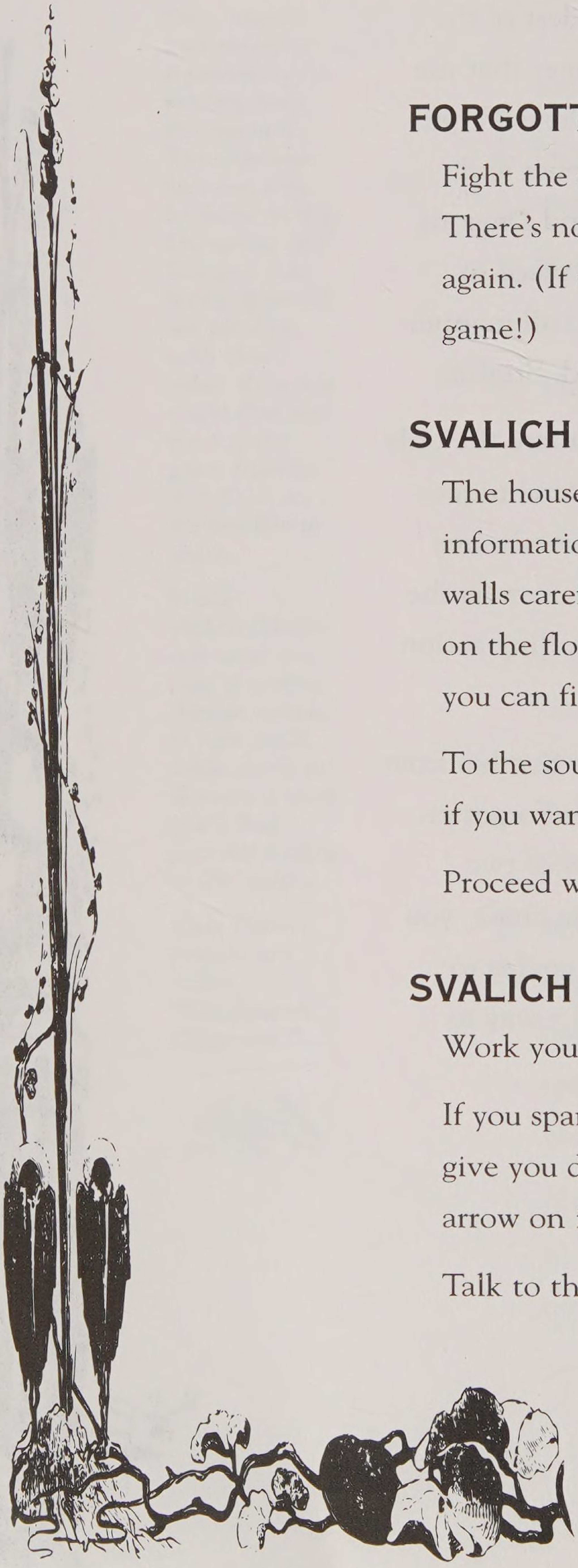
Proceed west to the Svalich road.

SVALICH ROAD

Work your way north to the village of Barovia.

If you spare the life of the brigand who attacks you, he'll give you directions to his camp. Look for a stone with an arrow on it, and find the hidden lever nearby.

Talk to the gypsy you meet on the roadway.



BAROVIA

Explore the town. A few of the buildings are inhabited, and others have equipment you can use. When you're done, go to the very large building in the northwest to meet the Burgomeister. The Burgomeister gives you an invitation from Strahd. You should accept the invitation; Strahd simply serves you dinner and gives you a key to use in the area west of Barovia.

Before leaving, find the house of the old Paladin in the mid-east part of town. Find the pick in a nearby house, and use it near the stump in the far northeast to get a key. Use this key inside a house in the southwest to enter the Lesser Catacombs and retrieve the Paladin's lost Holy Symbol. Return it to him for a reward.

WARNING

Don't explore the largest building in the north-east yet. This is inhabited by a restless spirit who demands that you do a service for him. This causes problems, because you need a particular key to perform this service, and you won't get it for a long time.

WESTERN BAROVIA

After leaving town to the west, you'll enter a large area with two caves. One of them holds a werewolf who needs treatment, but you won't be able to help him until later in the game.

The other is guarded by Irmgarde; you must let her join in order to explore the cave. If the party is already full, then you'll have to dismiss one of your companions. You can pick them up again later if you find the building in Barovia that they go to.

Once inside, Vladislav forces his way into the party. You may need to dismiss another companion; make sure

Irmgarde stays with you. To get past the spinner trap, move forward slowly. When you're spun around, stop immediately and back up until you're out of the area.

Thoroughly explore the maze until you're able to reach the southwest corner. Irmgarde opens a door for you. Make sure that you pick up the Church Vestibule Key, nearby. Pass through some illusionary walls and into the portal. Seeing that the portal doesn't lead out of Barovia, Irmgarde and Vladislav leave in disgust. Go back to town and pick up any companions you had to dismiss.

OLD CHURCH

Since you have a church key, you might as well explore the church, reached by taking the eastern exit on the north side of town. On the first level, find the Writ of Instruction, the Book of Cursed Artifacts, and the Special Scroll of Cure Disease.

On the second level, find the four fragments torn from the Book of Cursed Artifacts, Trimia's Catalogue, and the Special Scrolls of Atonement and Remove Curse. In your inventory, move the four fragments on top of the Book of Cursed Artifacts to restore the book. Take it to the Mirror of Life Trapping back on the first level, and read it to release the priest. He gives you a key to the cemetery.

Note that the Raise Dead spell only works on fairly fresh corpses, and can't be used to resurrect the novitiate he mentions. You'll need more potent magic.

WEREWOLF

If you have the three special scrolls, you can help the werewolf west of Barovia. First, kill the white werewolf who roams the area outside the cave. Then, go into the cave and use the three scrolls on the other werewolf. With the curse lifted, he gives you a key to his home (near the Tavern in town) where you can find a cache of treasure.

CEMETERY

Before going to the cemetery, go into the haunted mansion in northeast Barovia, and allow the spectre to possess one of your party members. Pick up the key you find and proceed to the cemetery, just east of the church.

Beware of vampires, who can drain you of two levels with every hit. Use fireballs to keep them from getting close. Go to Victor Grymig's vault, just northeast of the entrance. Kill Grymig, and the spectre gives you a key and departs, satisfied. Be sure to get the Rod of Rebirth from within the vault.

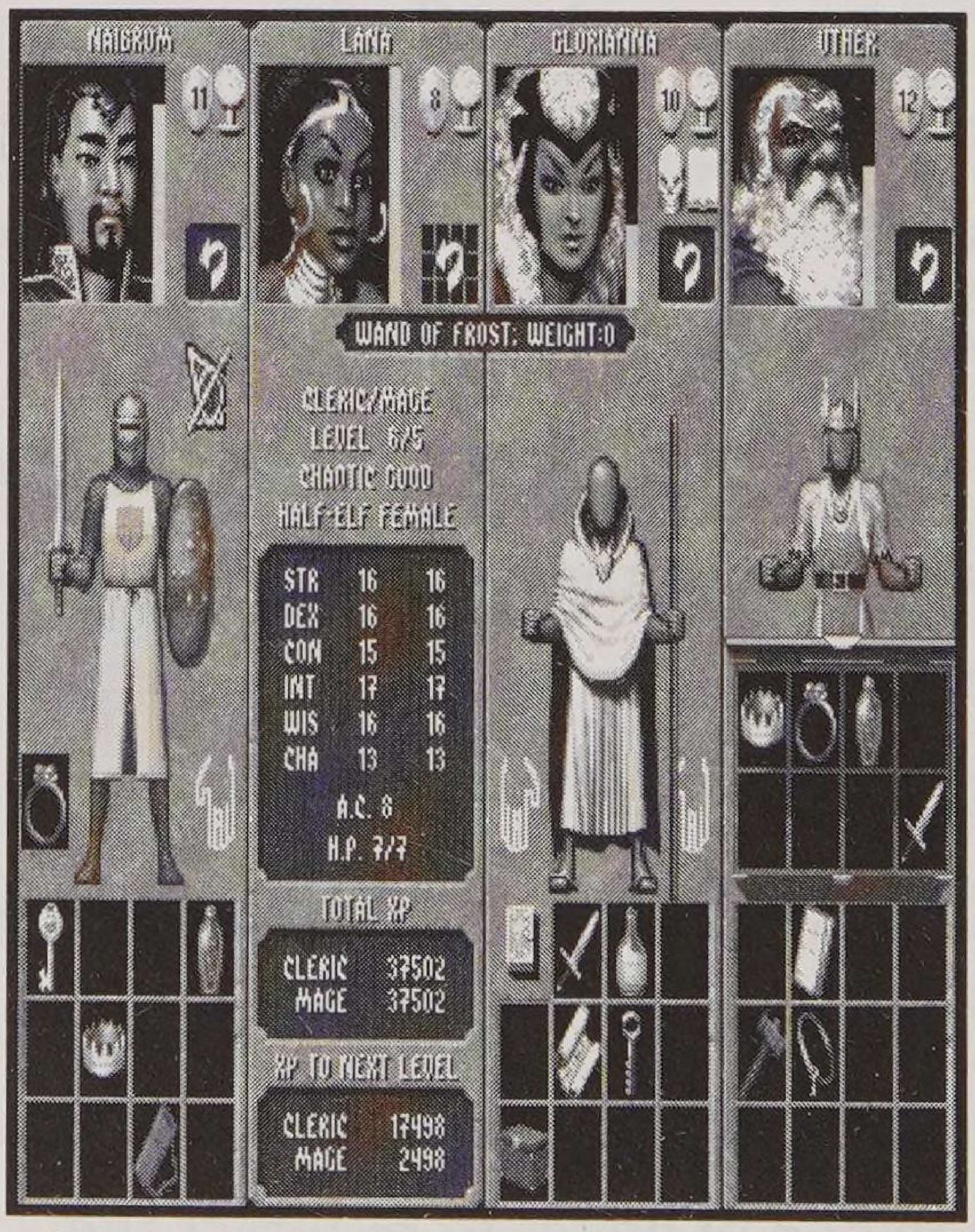
Go back to the second level of the church and use the Rod of Rebirth on the pile of bones to resurrect the

acolyte. Talk to the priest to get the key to Strahd's Castle. Use the spectre's key to open the door in his house. This gets you a Ruby, the first of the five items you need to activate Trimia's Catalogue.

Return to the cemetery. Find the two pouches of gold dust, and use them on the statues in the southeast to enter the sepulcher.

Work your way through the first level of the tomb, and then through the second level. Scattered around the second level are seven buttons which open the chain of seven doors just north of the entrance. Pass through to get the signet.

Take the signet back up to the statue near the entrance, and get an Elven Crown in exchange. This is the second item you'll need for Trimia's catalogue.



WAND OF FROST: WEIGHT:0

CLERIC/MAGE
LEVEL 6/5
CHAOTIC GOOD
HALF-ELF FEMALE

STR	16	16
DEX	16	16
CON	15	15
INT	17	17
WIS	16	16
CHA	13	13

A.C. 8
H.P. 7/7

TOTAL XP
CLERIC 37502
MAGE 37502

XP TO NEXT LEVEL
CLERIC 17498
MAGE 2498

Character status screen.

STRAHD'S CASTLE

Use the priest's key to break into Strahd's Castle, reached through the exit in the center-north of town. Hopefully, by now you'll be able to cast True Seeing, which enables you to see illusionary walls. Explore the first two levels. Parts of level 1 can only be reached by going up to level 2 and then back down, and here you can find the Tower Key and the Blood Bat key.

From level 2, go up to level 3, the Rooms of Weeping. Here, ascend to the top of the main tower and rescue the Wereraven. He gives you a feather (the third object for the catalogue) and sends you to the tavern in town.

Back on level 3 there is a button in the library that reveals the door for the Blood Bat key. Open it, and you receive a Tarot Card (the fourth object for the catalogue). Behind the door are stairs to the dungeons, which you're not ready to explore yet.

RAVENLORD

Go to the tavern in town and talk to Martikova, who directs you to a warehouse in the southeast. Agree to accompany the brigand to see the Ravenlord.

Get two keys and a scrying device. Work your way through the maze, being sure to find all 15 Barovian coins. Once you've found the exit, go back to the Old Church, and use the Ravenlord's Key to reach the third level. Find the three parchments and use the scrying device to read them.

UNDEAD FOREST

Go back to the tavern, and buy a Vistani Potion for 15 coins. Drink it, and then enter any section of mist. You'll always wind up in the Undead Forest. The forest is actually two nearly identical forests, linked by teleporters, so check your maps carefully. Some teleporters are undetectable, and others resemble columns of mist. Each section has two seeds, and one has the live oak.

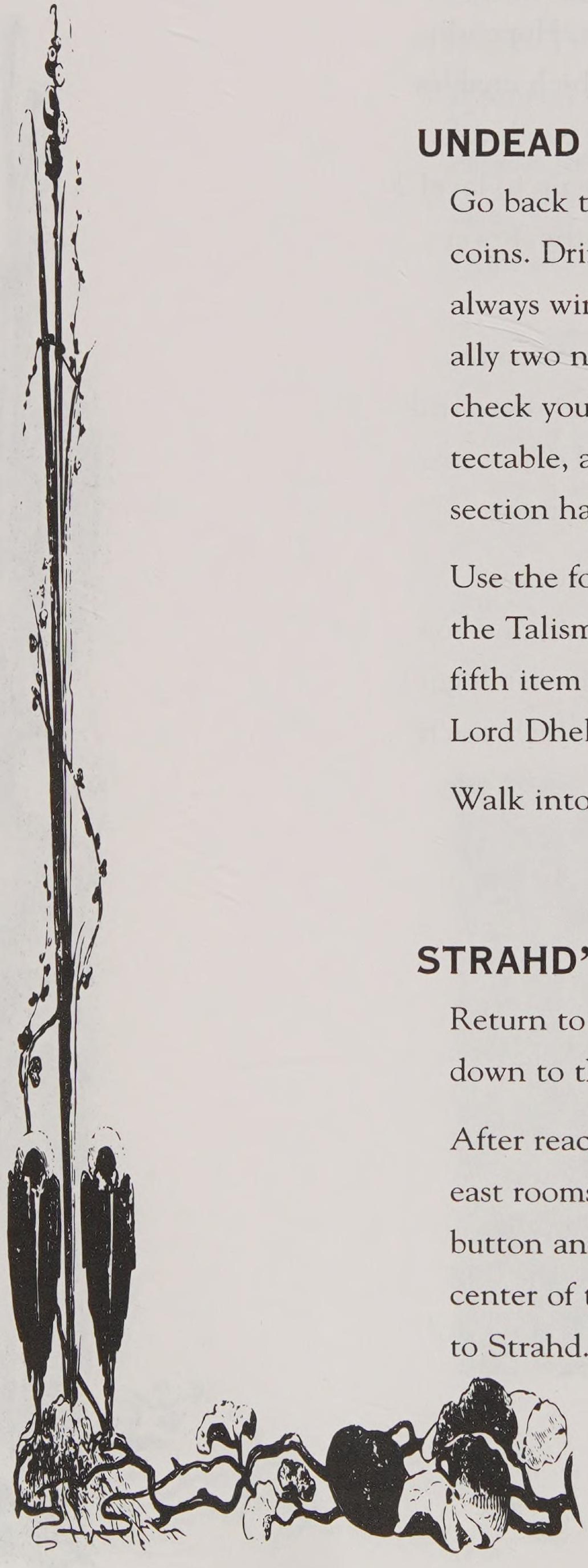
Use the four seeds in the circles around the oak to get the Talisman of Ravenkind. Note that this is not the fifth item needed for the Catalogue. The fifth item is Lord Dhelt's Holy Symbol, currently held by Strahd.

Walk into the wall of fog to return to Barovia.

STRAHD'S CASTLE

Return to the Halls of Weeping, and take the stairway down to the dungeon.

After reaching the large room, explore the north and east rooms to find hidden buttons. Pushing the north button and then the east one opens a chamber in the center of the large room, and this chamber teleports you to Strahd.



Equip the Talisman of Ravenkind and attack Strahd with it. Keep your distance, and stay off to one side of him while you're waiting for the Talisman to recharge.

When Strahd dies, he drops Lord Dhelt's Holy Symbol. Use the five items you've collected with the catalogue to return to your home world.

ONLINE SUPPORT

1. Filename: RAVEN.ZIP   Size: 20425

   Title: Ravenloft: Strahd's Possession Map Set (ZIP)

   Maps for Ravenloft: Strahd's Possession as saved by the game. Can be viewed with a text editor.

2. RLFTED.ZIP   Size: 25929

   Title: Ravenloft Party Editor (IBM)

   Ravenloft Party Editor is a menu driven savegame editor for use with the SSI game Ravenloft: Strahd's Possession. It can change attributes, hit points, names, AC and experience points. The registered version has additional features.

RAVENLOFT: STONE PROPHET

VITAL INFORMATION

Publisher	Strategic Simulations
CD-ROM	Yes
Completion Time	40 hours
Perspective/View	First person
Movement	3D scrolling/ step options
Combat	Real-time
Automapping	Automapping with notes and print
Diary	No
Party Size (Maximum)	4
Save/Restore Game	Anywhere, anytime

OVERALL DIFFICULTY **MEDIUM**

POWER TIPS

1. The best party is probably a Fighter/Mage and a Fighter/Cleric. In any event, make sure that one of your characters has clerical skills. Set up the Create Water spell in that character's spell-list, and then discard all of your water flasks, which just take up valuable inventory space.
2. If the smooth, free-scrolling movement is difficult to control or disconcerting, invoke the step movement command.
3. As with all the games in this series, some areas hidden at first to the player may be uncovered only after pressing a certain pattern of buttons and levers found in the area being explored. When faced with a blank wall, start pressing buttons and pulling levers, then re-explore. Eventually, the secret places are laid bare.
4. To keep characters in top condition for combat and probing, try to make sure that characters are never more than moderately encumbered.

ABOUT THE GAME

Ravenloft: Stone Prophet is the sequel to Ravenloft: Strahd's Possession. If you have the previous game, you can transfer your characters into this one. Otherwise, you can just generate a new set. There's not much of an advantage in transferring characters, other than the warm and fuzzy feeling you might get from the familiarity.

The game starts much the same way as its predecessor. Your party is asked to investigate a mysterious curtain of light which has just appeared in the Kingdom. The curtain turns out to be a one-way portal to another world, a desert land filled with ruined temples, reminiscent of ancient Egypt.

Your goal is to return to your own world, but it's safe to assume that this isn't going to happen until after a confrontation with the evil undead mummy who rules this land.

WALKTHROUGH

NOTE

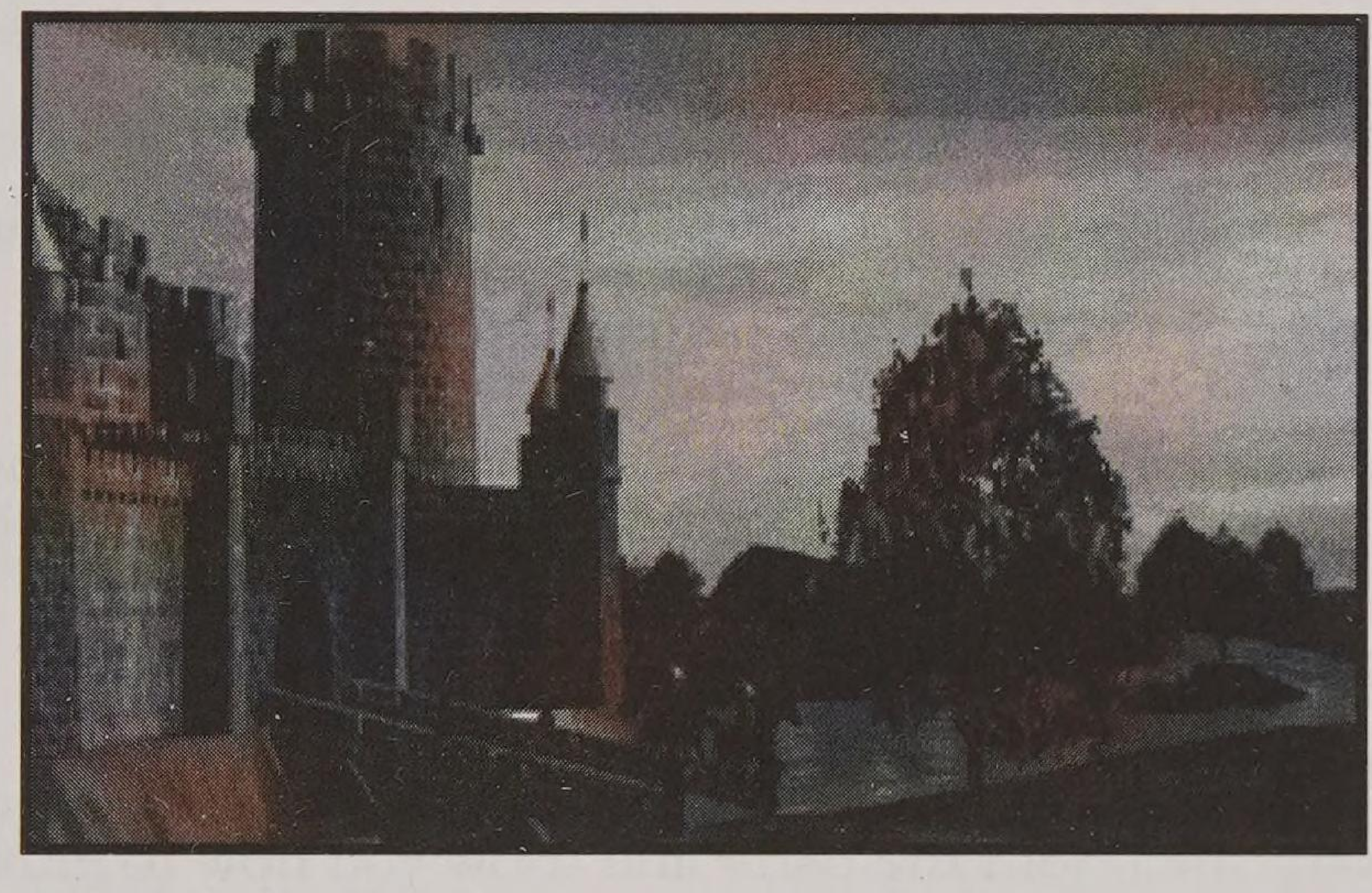
HITTING THE C KEY GIVES YOU YOUR CURRENT COORDINATES. THIS WALKTHROUGH CONTAINS THE COORDINATES FOR ALL THE DESERT LOCATIONS, SINCE THEY'RE FAIRLY WIDELY SCATTERED.

STARTING OUT

As the game opens, look under the dead woman's robe to find a powerful magic dagger. Head due north to Min Deir's hut (224, 37), and she'll direct you due east to a well (225, 96). Enter the well and find the lost woman nearby. She wants to be taken to Muhar. She'll get killed pretty quickly if you try to explore the dungeon while she's in the party, so leave the well.

Search the pillars near the well for instructions on teleportation, and a teleportation key that takes you to

Muhar. Teleport to Muhar; you'll arrive at (160, 96). Note that you get no reward whatsoever for rescuing the woman. That's pretty typical of the lack of gratitude you'll see in the game, but try to force yourself to do good deeds anyway; if you don't, it comes back to haunt you in the end.



The dramatic opening scene.

MUHAR

Most of the townspeople won't talk to you. North of the central square is a child who gives you a map; an unusually rude townsman lives in the house next to him. Nearby, to the southeast, is a house with a family living in it. Talk to the girl so that she gets scared and runs away; now you have the opportunity to be a hero by finding her again.

Further to the southeast is Piotra, a gypsy thief. He'll join the party if you give him the dagger you found at the beginning of the game.

Finally, a beggar lives in a house to the southwest. Talk to him. There's nothing you can do for him right now.

SHRINE OF NEFERTI

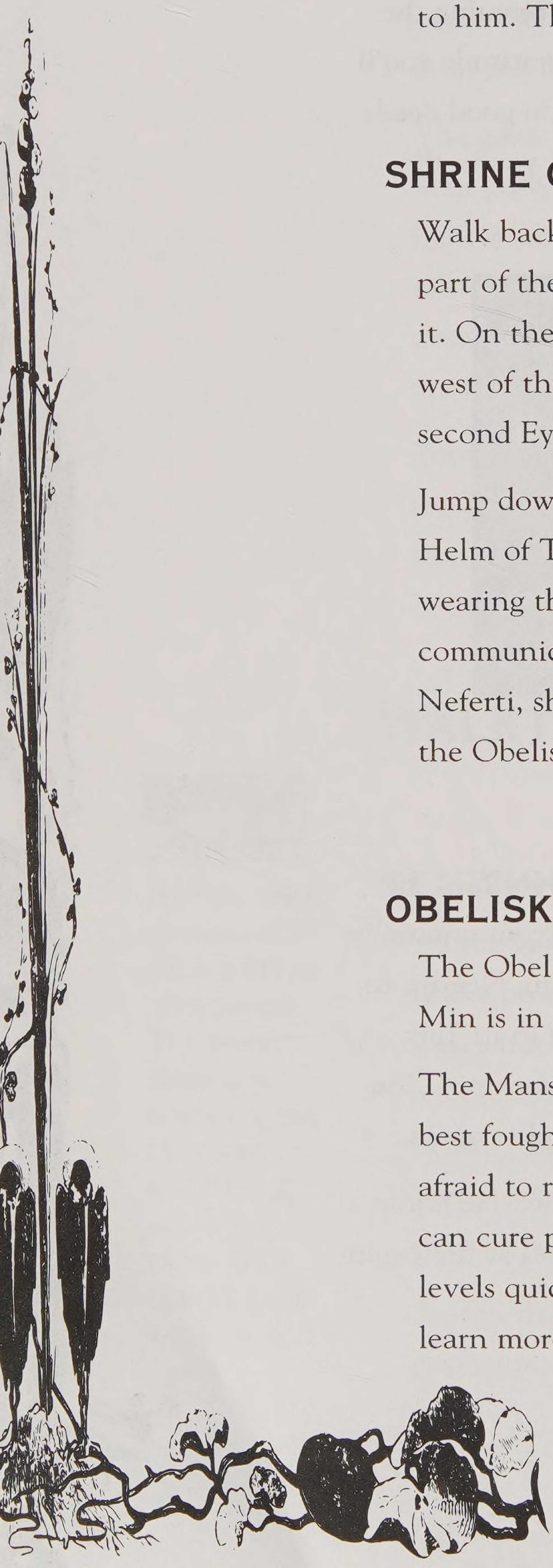
Walk back to the well and enter it. In the east central part of the dungeon is a pit; a button to the south closes it. On the other side is an Eye of Neferti. In the southwest of the dungeon is an Ankhtepot Seal Quarter, and a second Eye of Neferti can be found to the north.

Jump down into the pit near the second eye to find the Helm of Telepathy. Go back to Min Deir's house while wearing the Helm of Telepathy and you'll be able to communicate with her. If you have both the Eyes of Neferti, she'll join the party and show you how to enter the Obelisk.

OBELISK

The Obelisk is at (95, 158), and can only be entered if Min is in the party. She'll leave as soon as you're inside.

The Manscorpions on the first level are deadly, and are best fought with spells and missile weapons; don't be afraid to retreat upstairs and rest. Keoghtam's Ointment can cure poison if you don't know the spell. You'll gain levels quickly here, so check fairly often to see if you can learn more spells.



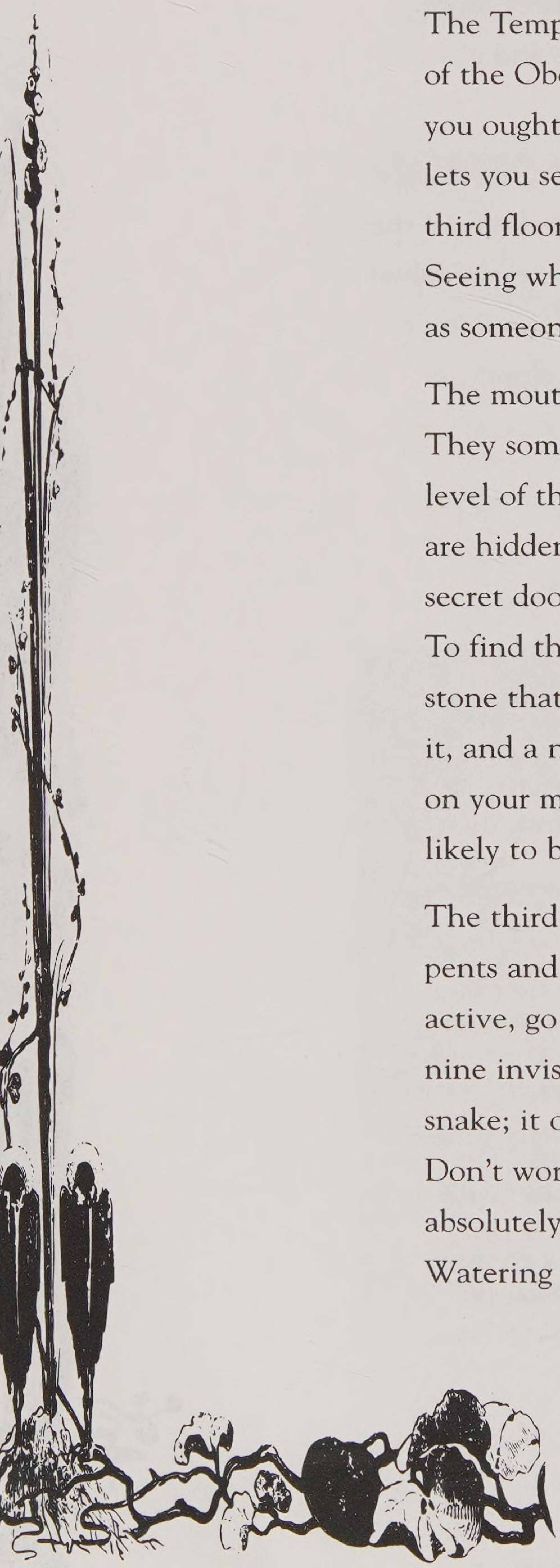
There are two chests on the first level containing fragments of parchment. The second level has three more. The third level has the final three fragments and a Heirophant Seal Quarter.

Once you've collected the eight pieces, use any of the red fragments to see one page of hieroglyphics, and any of the blue fragments to see the second page. Click on the tablet at the entrance and translate the prophecy. If you don't have that much patience, the text is given below.

THE PROPHECY

TRANSLATION OF THE STONE OBELISK

Hot gales the sands arise. Flesh corrupts and falls away. These are the signs of their coming. The wrath of Anktepot burns the land. Who hopes to rule must lure the evil to him. In the Ancient Burial Hall the Guardian of the Gate of the Dead awaits. She shall judge them by deeds both good and bad. Her son the sweet lute did play. This gentle music the ghost awaits. To the priest, the mystic urn is given. The Temple of Harvest shall be restored. Beyond the Gate of the Dead, he awaits. The soul of the stranger knows the way. Master of the Winged Wind. Three signals. The whistle sounds, summoning forth the falcon. The eight tears shall fall. Ra weeps and the stone shatters. Fragments of the seal are freed. They capture the sun and in a coffer hold the might of Ra. By its light the soul and the seal are freed. Two seals each in four pieces lie. Piece to piece, the seals rejoined two gates are opened. Into conflict, the foes are led: Anktepot and the other. When falls the wall of Ra, two gates be opened. The way home.



TEMPLE OF SET

The Temple of Set is due east of the well and due south of the Obelisk at (228, 143). By the time you reach here, you ought to be able to cast the True Sight spell, which lets you see Illusionary Walls. If you can't, head up to the third floor as soon as possible; there is a Helm of True Seeing which keeps the spell continually active as long as someone is wearing the helm.

The mouth-shaped walls talk to you if you click on them. They sometimes have useful information. On the second level of the dungeon are six iron serpents. Many of them are hidden behind illusionary walls; others are behind secret doors. True Sight won't help you find secret doors. To find them, inspect the walls carefully, looking for a stone that's noticeably whiter than the others. Click on it, and a nearby wall moves. Looking at the blank areas on your map helps you figure out where secret doors are likely to be.

The third level of the dungeon has three more iron serpents and the Helm of True Seeing. With True Sight active, go down to the first level; you'll be able to see nine invisible snakes next to closed doors. Talk to each snake; it opens its door in exchange for an Iron Serpent. Don't worry if you can't find all nine. The only items you absolutely need are the Ankhtepot Seal Quarter and the Watering Urn, both found in the south part of the level.

Falling through a pit on the first or second level takes you to the Dungeon, where you can meet Senmet. He continually regenerates, so you can't kill him right now. Find some secret doors and illusionary walls, which lead you to the teleporter out.

HARVEST TEMPLE

The Harvest Temple is at (115, 31). Gain the Talk With Animals ability, either by casting the spell or wearing the Mask of Hathor, and talk to the cat. Get the key from it and kill the Shadow in the nearby room. Pick up the Feline Figurine from that room.

Talk to the priest and give him the Watering Urn when he asks for it. Once he's used it, pick up all of the Air Spores that have sprouted nearby. If Kintara has run away from Muhar, then she'll be here, and the priest asks you to take her back to her parents.

Do so, then return here. Use the Priest's Key to reach the lower level. There are six statues here; each asks for a particular animal figurine. The Cat Figurine was found on the upper level, the other five figurines can all be found on the lower level. You should pick up each figurine with the cursor and click it on the correct statue.

The Vulture and Scorpion rooms are filled with noxious gas. Before entering, have each party member equip and use an Air Spore. The effects will wear off if you rest, and you only have enough Air Spores for a few attempts. Explore as much as you can without resting; if you've been stockpiling magic potions and wands, this is a good time to use them.

In the Vulture area is a talking statue who holds a piece of the seal. Equip and use the Coffer of Ra (found elsewhere on the level) in order to get the seal piece from him. The Scorpion area has some nice magic items, but nothing needed to win the game, so don't worry if you run out of Air Spores before exploring it.

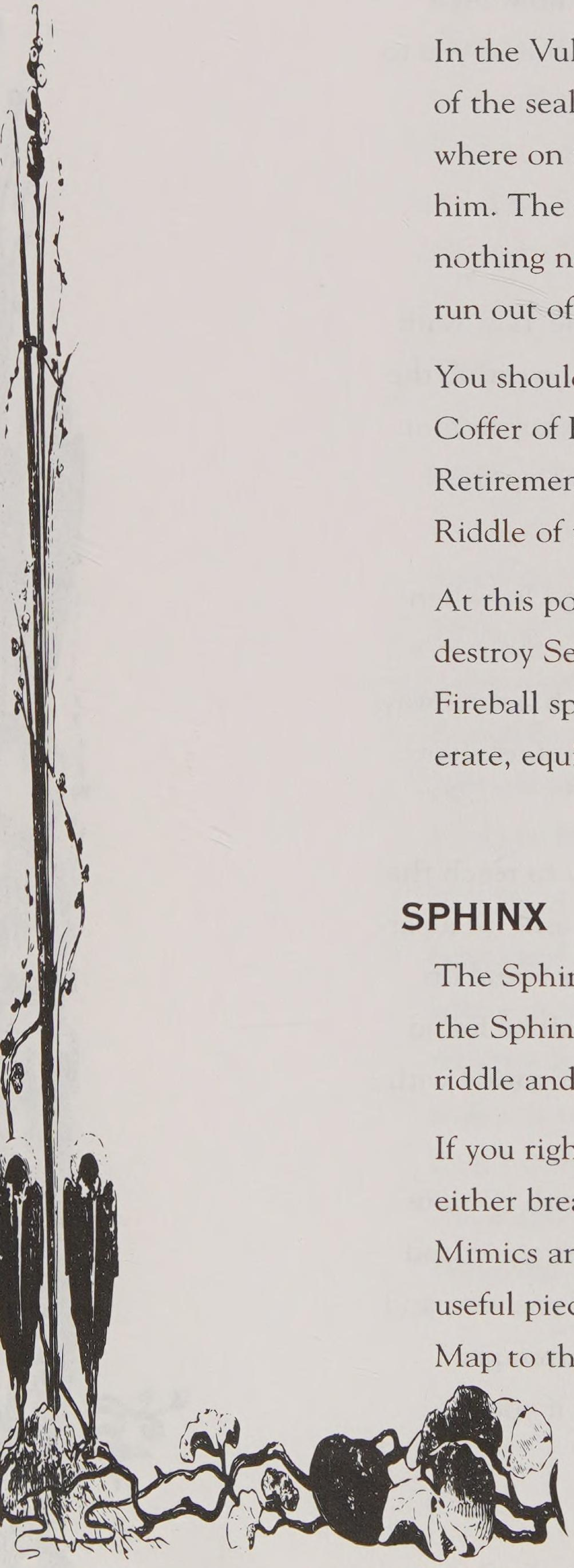
You should find the following items before leaving: the Coffer of Ra, a large chain, a Special Scroll of Retirement, an Ankhtepot Seal piece, and a scroll called Riddle of the Sphinx.

At this point, you can go back to the Temple of Set and destroy Senmet. First, attack him until he falls apart; the Fireball spell is good for this. Then, before he can regenerate, equip and use the Special Scroll of Retirement.

SPHINX

The Sphinx is at (13, 220). If you've read the Riddle of the Sphinx scroll, then you'll automatically answer the riddle and be allowed in.

If you right-click on the large jars inside, then they'll either break and release treasure, or reveal themselves as Mimics and attack. Examine all the jars; there are many useful pieces of information here. In particular, find the Map to the Temple of Ra.



The Thought Bottle is in a mimic-filled room in the center of the level. Equip and use it after finding the magic mouth that tells you the word "Heirophant." Note the statue on the stairs between the Halls of Thought and the Labyrinth of the Magi. You can't communicate with it yet.

In the Labyrinth of the Magi, find the whistle. All of the figurines and keys that you need can be found somewhere on this level.

TEMPLE OF RA

Follow the map to the temple's hidden entrance at (159, 224).

There are five Tears of Ra on the upper level, and three more on the lower. Use all eight on the paintings in a room on the west side of the first level, and obtain a Heirophant seal quarter.

BURIAL CATACOMBS

From the Sphinx, travel north and west, hugging the mountain wall.

You'll leave the main desert map and travel north along a narrow valley. To defeat the trolls, attack them with a fire-based spell like Fireball or "Flame Blade." If you do at least one point of fire damage to a troll, it stays dead when you kill it.

The catacombs are at the end of the valley. Enter the mouth and find Tekhen's Lute, a Fly scroll, and two Potions of Flying.

The first door in the basement level can only be opened with the Knock spell. If you don't have the spell, you can reach most of the basement by jumping into a pit on the first level. Find a quarter of the Heirophant's seal here.

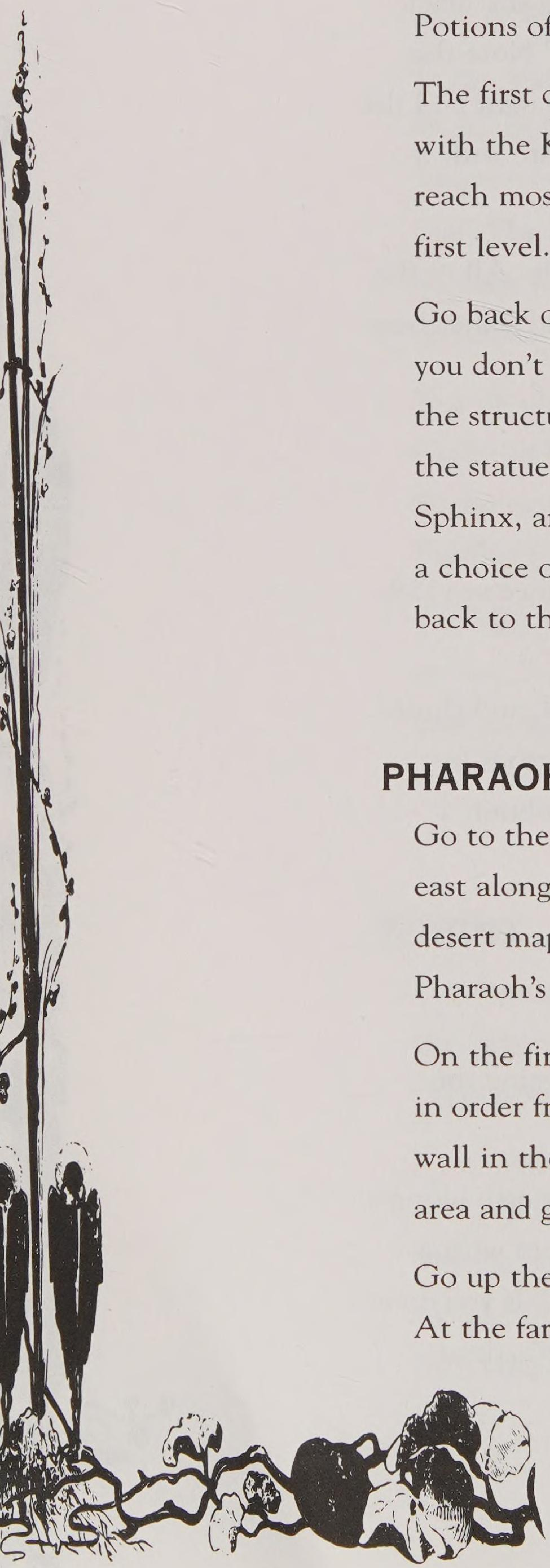
Go back outside and cast the Fly spell (or use a potion if you don't have a mage). Fly up and enter both eyes of the structure. The right eye has the Wishing Cup. Go to the statue on the stairs between the two floors in the Sphinx, and click the Wishing Cup on it. You'll be given a choice of wishes; ask for "good fortune for another." Go back to the beggar in Muhar and see how he's doing.

PHARAOH'S REST

Go to the Harvest Temple and work your way north and east along the mountain wall. You'll leave the main desert map and travel through a narrow valley to Pharaoh's Rest.

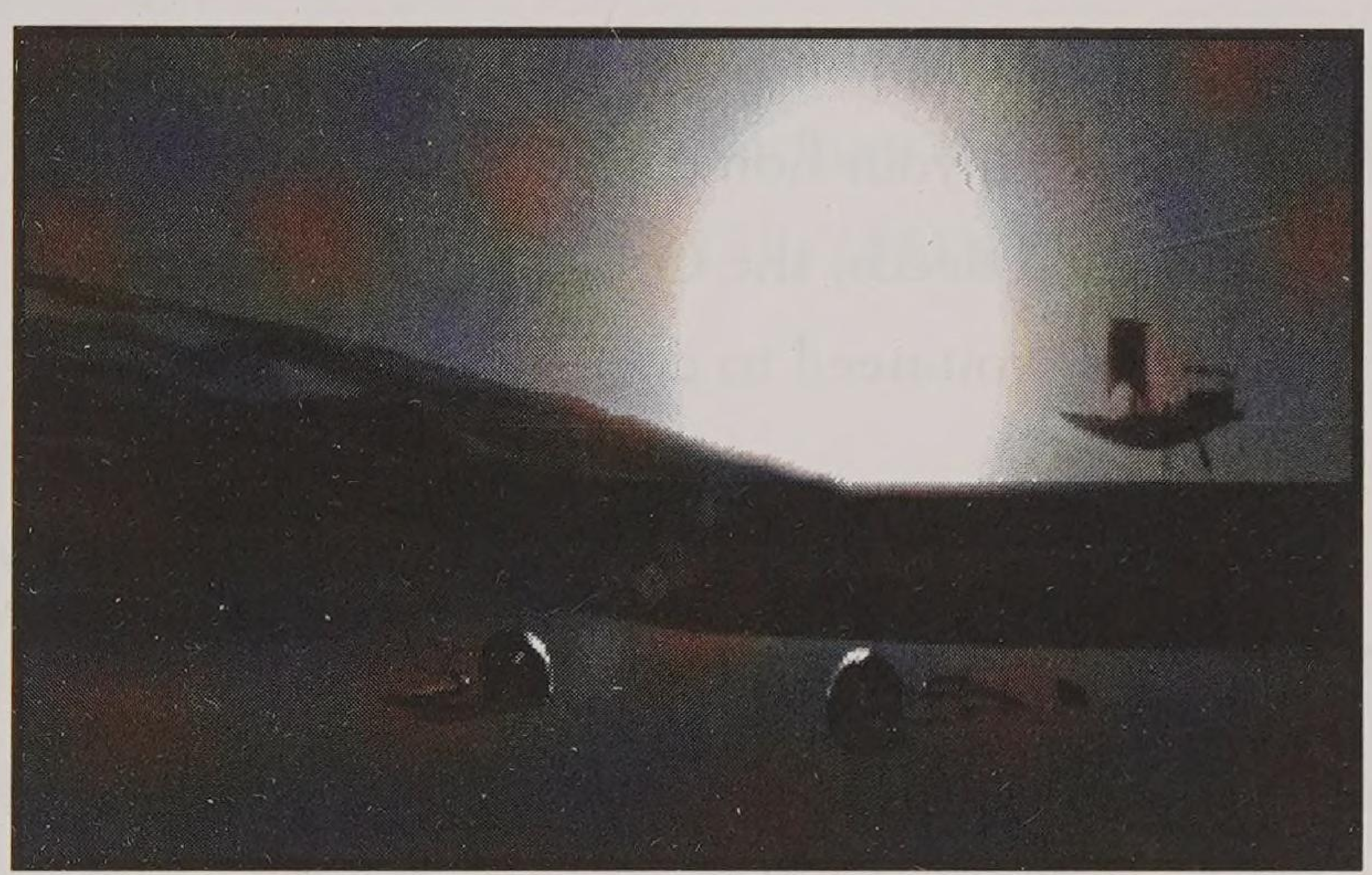
On the first level, step on each of the seven floor plates, in order from west to east. If you've done this correctly, a wall in the north opens. Go down the stairs in the new area and get the iron key and the mallet.

Go up the stairs near the entrance and get the gold key. At the far end of the level is a painting of a falcon. Cast



Speak With Animals and use the whistle (from the Sphinx) three times. The falcon brings you the Hero's Heart.

Return to the main level and work your way north. Use the heart to open a door and notice the gong just past it. Using the mallet on the gong wakes Ankhtepot, but we're not ready for that yet.



Death animation scene.

ANCIENT BURIAL GROUND

Playing the lute (from the Burial Catacombs), approach the ghost north of Muhar (114, 92). After talking to her, go to the statue at (93, 225) and use the chain (from the Harvest Temple). This opens a stairway leading down.

In the first room, take the teleporters in the order north, south, west, east. Each teleporter takes you to an area where you can get a key that you'll need in the next area. (If you take the teleporters in the wrong order, you'll need to rely on your lockpicking skill or the Teleport spell to get out.)

A Heirophant Seal piece is in the east area. Open the lock near the dungeon entrance to reach the Guardian of the Seal. Approach the painting of a woman and submit to her judgment.

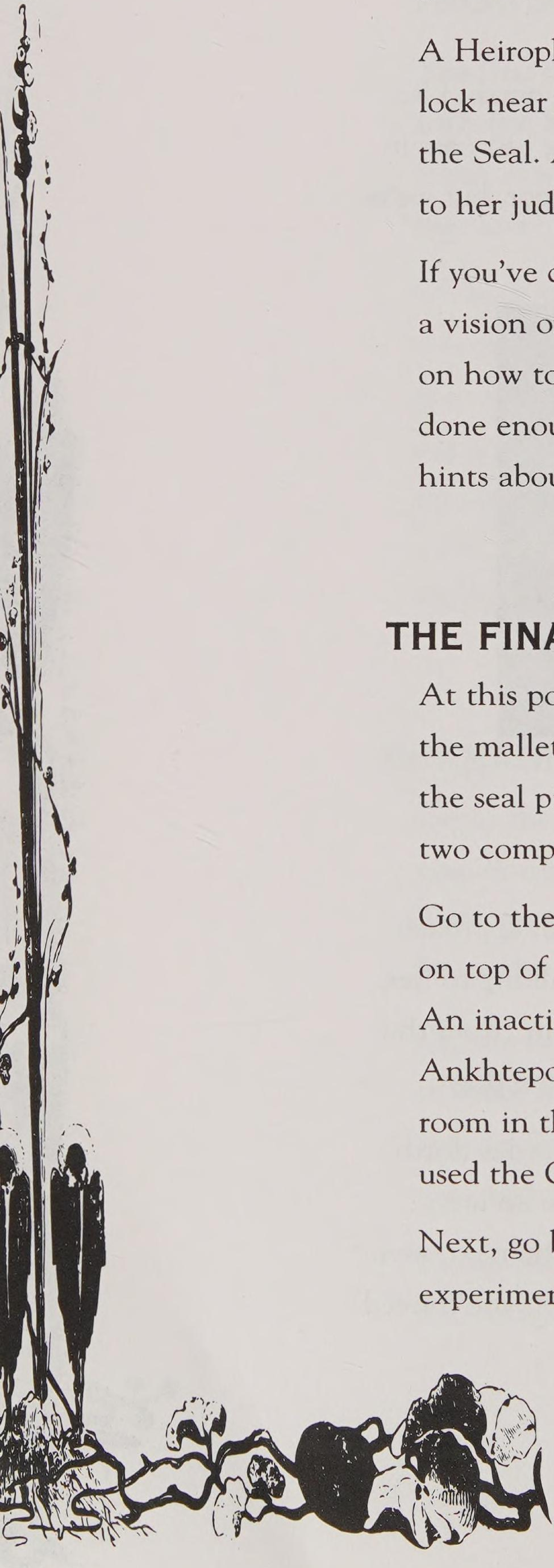
If you've done enough good deeds, then you'll be granted a vision of the Land of the Dead and given instruction on how to return to your home world. (If you haven't done enough good deeds, the Guardian gives you some hints about what you need to do.)

THE FINAL CONFRONTATION

At this point, you should have all eight seal pieces, and the mallet from Pharaoh's Rest. In your inventory, put the seal pieces on top of each other until you've built two complete seals.

Go to the Temple of Ra and put the Heirophant's Seal on top of the circle on the wall (near the Heirophant). An inactive teleporter appears. Go to Pharaoh's Rest. Ankhtepot's Seal goes on the wall in the middle of a room in the middle of the first level (near where you used the Gold Key).

Next, go back north to the gong. Before you ring it, experiment to find a quick path back to the teleporter.



If you have the Knock spell, use it to open the string of doors to the west.

Ring the gong to wake Ankhtepot. Lead him south through the dungeon, staying far enough away that he can't hit you, but near enough so that he can see you and follow you. When Ankhtepot can see the teleporter, enter it, and he'll follow you to the Temple of Ra.

While Ankhtepot and the Heirophant are fighting, leave the Temple and go due east from the Stone Hands. Find the Scroll of Return at (151, 254) and use it to end the game.

ONLINE SUPPORT

1. Filename: STONE.ZIP Size: 6947

   Title: Ravenloft 2: Stone Prophet Map Set (ZIP)

   A zip file of automaps for SSI's Ravenloft: Stone Prophet. Unzip this file and copy the contents into the GRS subdirectory of your Stone Prophet directory.

2. Filename: OBELISK.TXT Size: 1243

   Title: Stone Prophet Obelisk Translation (Text)

   A translation of the Stone in the Obelisk in Ravenloft 2: Stone Prophet. This may help you save some time with the game. It is not essential

to translate it. You must acquire all pieces of the two papers and then click on the Stone. The translation only contains clues on how to progress the game.

REALMS OF ARKANIA: BLADE OF DESTINY

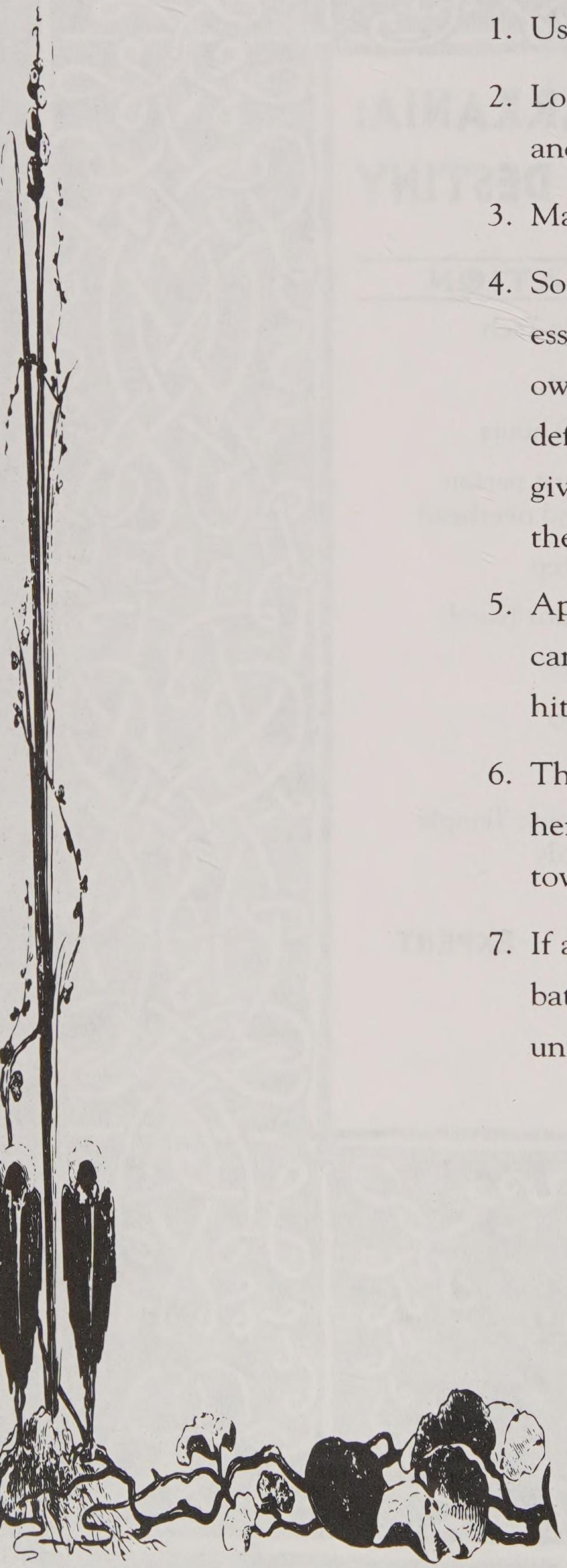
VITAL INFORMATION

Publisher	Sir-Tech
CD-ROM	Yes
Completion Time	50 hours
Perspective/View	First person and overhead
Movement	Step
Combat	Turn-based
Automapping	Yes
Diary	No
Party Size (Maximum)	8
Save/Restore Game	Town Temple only

OVERALL DIFFICULTY **EXPERT**

POWER TIPS

1. Use NPCs wherever possible.
2. Lockpickers should take the lead in dungeons, and high-nature types should lead outside.
3. Many optional side quests are available.
4. Some of the spells and skills in the game are essentially useless. If you decide to generate your own characters, first, be sure to take a look at the default party that comes with the game. This gives you hints about what spells and skills are the most useful.
5. Apply a cheap poison to your weapons. It significantly increases the damage you inflict for several hits.
6. The safest way to make money is to forage for herbs in the wilderness, and then sell them in town.
7. If a character can only move a few steps in combat, then he/she is overloaded. Sell or discard unwanted equipment.



ABOUT THE GAME

Realms of Arkania is based on a German pencil-and-paper roleplaying game. It has one of the most complicated game engines around, with dozens of different spells, skills, and items. Simply creating your party can take most of an evening. (Luckily, the game comes with a pregenerated set of characters, so you can just dive in and start playing if you want.)

The game chronicles the exploits of adventurers as they struggle to repel the vast orcish army that threatens the land of Arkania.

WALKTHROUGH

STARTING OUT

Talk to the Hetman in Thorwal, and take the job he offers. He'll give you permission to get free armor and weapons from the city armory.

Work your way through the Fortress, killing all the bandits. The Hetman suggests that you see Isleif Olgardsson in Felsten.

THE TEN MAP PIECES

Once you've found Isleif Olgardsson in Felsten, he gives you a map piece and the names of other people who might help you. Your goal is now to obtain the remaining map pieces.

Beon Hjallsson in Angbodirtal has a map piece; you'll need to threaten him to get it.

In Vidsand, Ragna Firunjasdotter gives you a map piece.

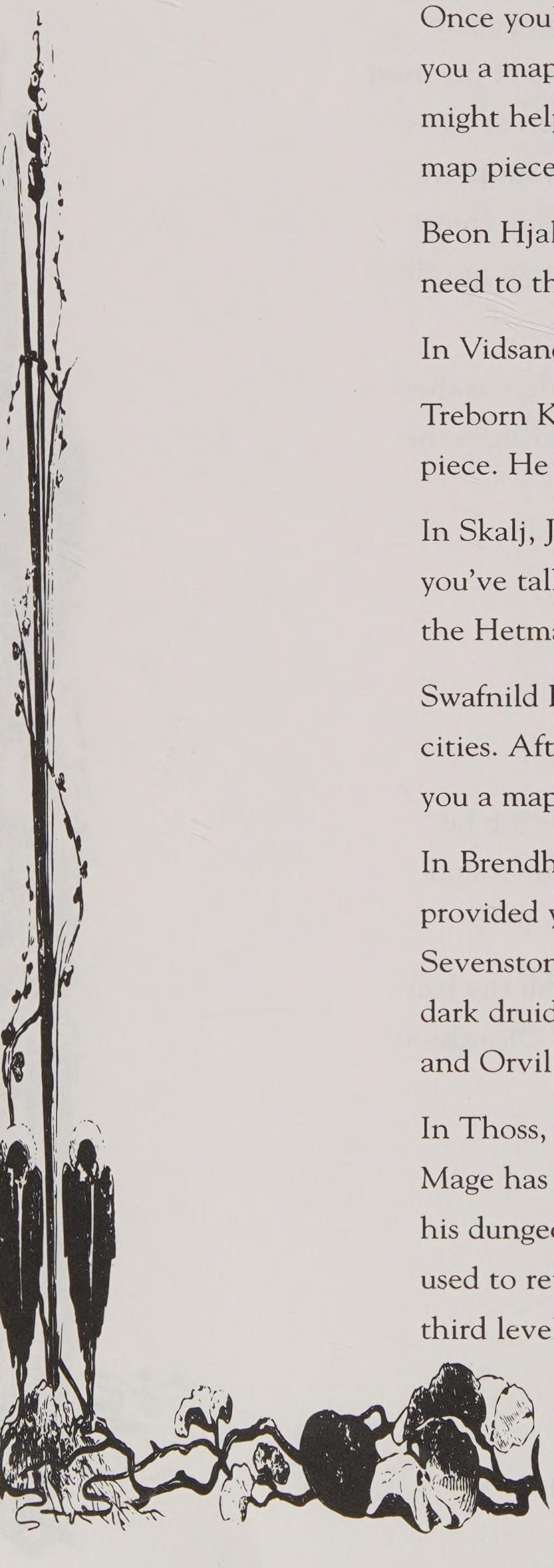
Treborn Kollberg, a traveling merchant, sells you a map piece. He can frequently be found in Clanegh.

In Skalj, Jurge Thorfinson gives you a map piece, once you've talked to him and then brought him a letter from the Hetman in Thorwal.

Swafnild Egilsdotter also travels a lot; ask for her in port cities. After you've visited her several times, she'll give you a map piece.

In Brendhil, Tiomor Swafnidsson gives you a map piece, provided you can bring him a letter from Umbrik Sevenstones in Orvil. To get the letter, you must slay the dark druid Gorah, who can be found between Ottarje and Orvil.

In Thoss, Ysma Thinmarsdotter tells you that the Dark Mage has a map piece and tells you where to find him. In his dungeon, you'll find a bag of dust, which must be used to reveal hidden doors. The Dark Mage is on the third level.



Eliane Winderbek, who lives in Varnhome, asks you to destroy an evil temple. Destroy all the statues and the altar, and kill the high priest. When you return, she'll give you a map piece.

Travel to Hermit's Lake. On the way there, climb to the top of the Needle for information. When you arrive at the lake, don't threaten the unicorn. After it leaves, camp out for a week or so and it returns with the final map piece.

THE ORC CAVE

Travel to Skelellen and find the road that goes to Phexcaer. On the way there, you'll find an orc cave. Inside the cave is a chest that asks a question in Orcish: the answer is "Tairach". You'll need the disk from this chest, and also a manuscript which is elsewhere in the cave.

THE BLADE OF DESTINY

If you have all of the map pieces and the manuscript from the Orc Cave, you'll find the Dragon Oak on the Phexcaer-to-Vinhome road. From there, you'll be able to find Grimring, the Blade of Destiny.

THE FINAL BATTLE

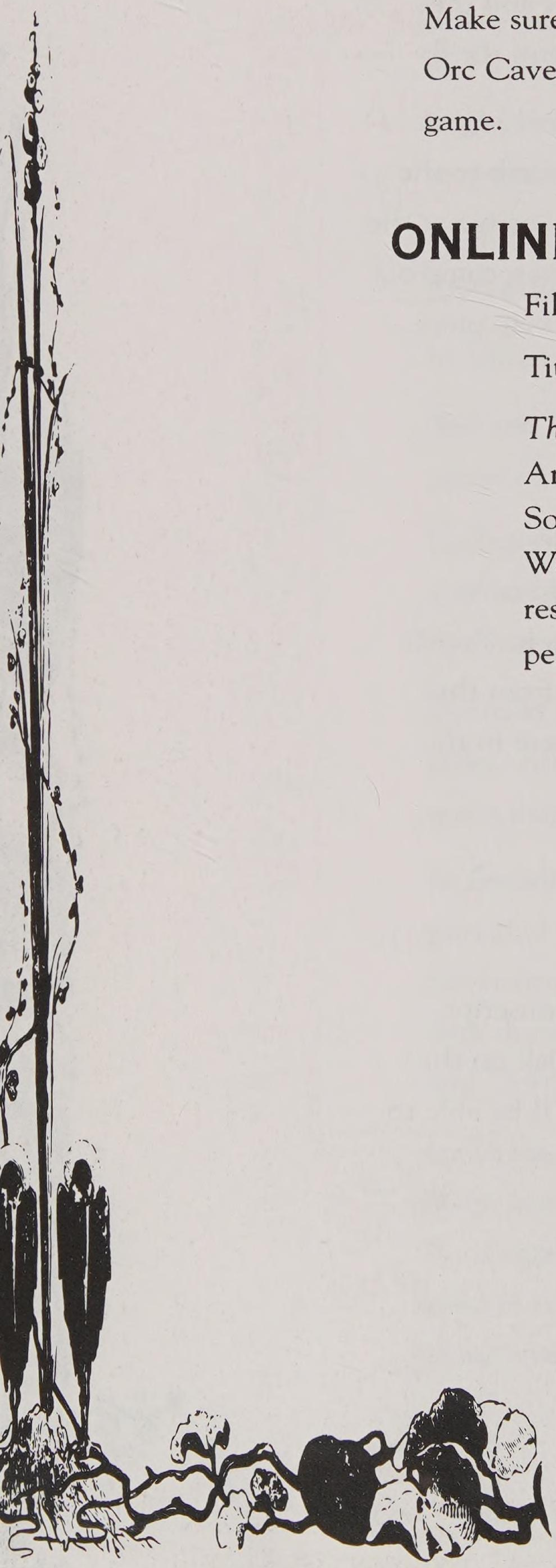
Make sure that you have Grimring and the disk from the Orc Cave, and then travel to Hermit's Lake to end the game.

ONLINE SUPPORT

Filename: REALMS.REV Size: 7803

Title: TEG: Realms Of Arkania Review (Text)

The Electronic Gamer™: Review of Realms of Arkania: Blade of Destiny, from Sir-Tech Software. Copyright © 1993 by Judith Ann Weller and *The Electronic Gamer*. All rights reserved. Not to be distributed without permission.



REALMS OF ARKANIA: STAR TRAIL

VITAL INFORMATION

Publisher	Sir-Tech
CD-ROM	Yes
Completion Time	45 hours
Perspective/View	First person and overhead
Movement	Step
Combat	Turn-based
Automapping	Yes
Diary	Yes
Party Size (Maximum)	8
Save/Restore Game	Town Temple only

OVERALL DIFFICULTY **EXPERT**

POWER TIPS

1. Sleeping bags when camping in bad weather provide maximum healing.
2. The Star Trail does not exist!
3. For obtaining valuable items and experience, do not ignore side quests that are available, particularly assisting the priestess early in the game.
4. Weapon causing the most damage: the goupillon.
5. Armor affording the most protection: chainmail shirt and scale armor.

ABOUT THE GAME

Realms Of Arkania: Star Trail is the sequel to Realms Of Arkania: Blade Of Destiny. It uses essentially the same game engine, with a few enhancements, most notably a built-in diary. If you have played Blade Of Destiny, you can transfer your characters; otherwise, you just generate a new set.

In this game your party has been recruited to recover an ancient artifact known as the Salamander Stone.

KVIRASIM

After getting information about your quest at the tavern, buy some supplies and head out. Travel south to Gashok.

GASHOK

Search the ruins of the Old Mill, and talk to Gerlanje, the herbalist. Ask her about the mill and Artherion. Leave town to the northwest, and you should be able to find the hidden dirt path leading to Artherion.

Talk to Artherion, and then return to Gashok and talk to Gerlanje. Talk to Valpor, and then kill Deregorn. You'll find some evidence in his home. Take it back to Artherion for a reward.

Travel to Finsterkoppen.

FINSTERKOPPEN

Find the entrance to the Inner City. Elves, Druids, and Witches aren't allowed, so you'll have to split up your party and leave them outside. Talk to Inradon at the Temple of Ingerimm and repeatedly ask him about the Dwarven Pit until he lets you in.

On level 1, get the Double Bearded Key and some useful tools. Light the torches near the relief on Ingerimm to reach level 2.

On level 2, answer "Moose" to the gnome's riddle. Find the crank, and use it in the crank hole. Proceed to level 3.

On level 3, find the copper key and go to level 4.

On level 4, get the Stone Medallion after combat and spin the wheel.

The stone slab on level 5 can only be moved with a crowbar.

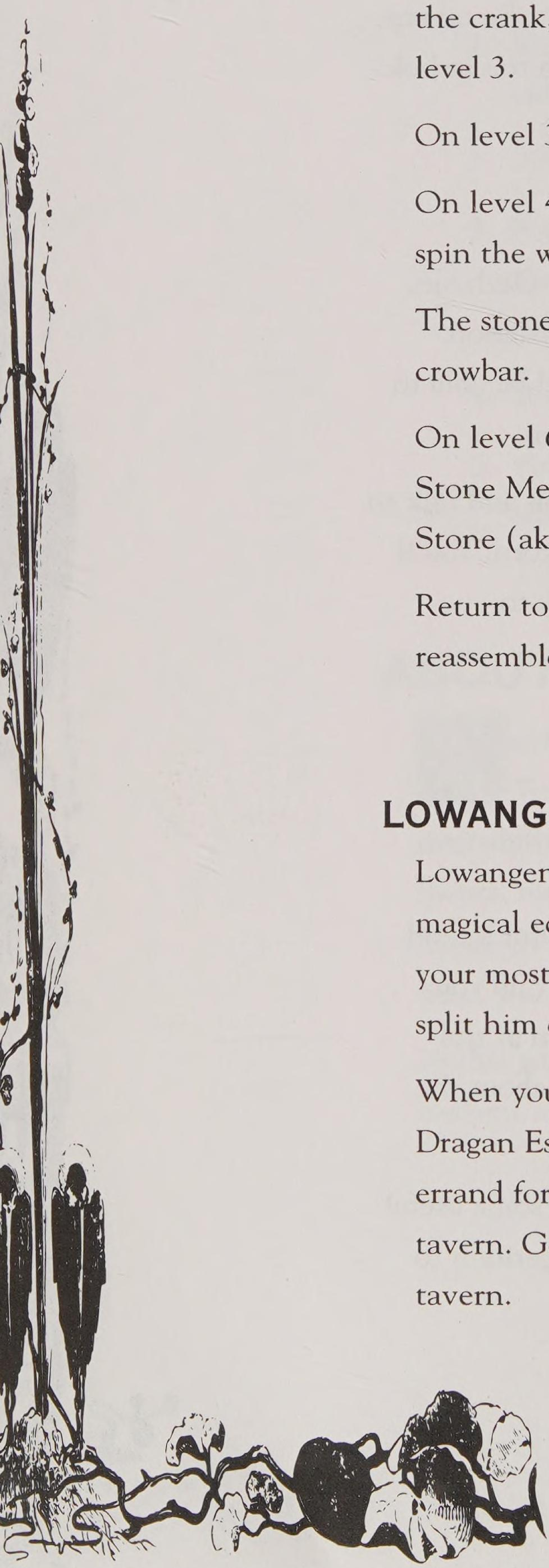
On level 6, hold a torch up to the picture. Offer the Stone Medallion to the Golem, and get the Ikosahedral Stone (aka the Salamander Stone) in exchange.

Return to the surface, give the gold key to Inradon, and reassemble your party.

LOWANGEN

Lowangen is surrounded by orcs, and all of your non-magical equipment is confiscated when you enter. Give your most important items to one party member, and split him off from the rest of the party.

When you enter the city, Gavron steals the Stone. Find Dragan Escht and ask him for help. After running an errand for him, he'll tell you to wait at the Orc Death tavern. Go there and follow Gavron to the White House tavern.



After asking some questions, you'll be able to get the Stone from A. Sevensprings house.

Steal the brooch by going to the Exhibition of Art at night. Give it to Dragan and ask him about "Travel." You'll be directed to Black Jandor, and then the Castle of Grey Staves. Talk to Eolan, and he'll ask you to run an errand, keeping the Stone as collateral.

Explore the swamp thoroughly, using the net on the Swamp Rantzy to capture it, and then the heather to return it to human shape.

Return into Lowangen from the swamps, get back the Stone, and use the secret passage to leave the city and re-form your party.

BLOOD PEAKS

From Lowangen, travel north and west to the Blood Peaks cave. (Along the way, you'll automatically make final delivery of the Salamander Stone.)

On level 2, find three phials and a spear. Use the spear to open a secret door, then give swords to your front two characters to pass the spider webs. Split off three characters from your party and have each of them use a phial, and then destroy the spider eggs.

Leave the dungeon on level 3.

NOTE

THE BLOOD PEAKS QUEST IS OPTIONAL; IF YOU WANT, YOU CAN PROCEED DIRECTLY TO TIEFHUSEN.

TIEFHUSEN

Buy a few drinks for Jandor to get information about Star Trail. Pay Hensger for an escort to the Phex Dungeon.

PHEX DUNGEON

The answer to the riddle is "Night." At the puzzle plaque, match up the three foxes. Donate 80 coins at the Altar, and then listen to the priests.

FINAL DUNGEON

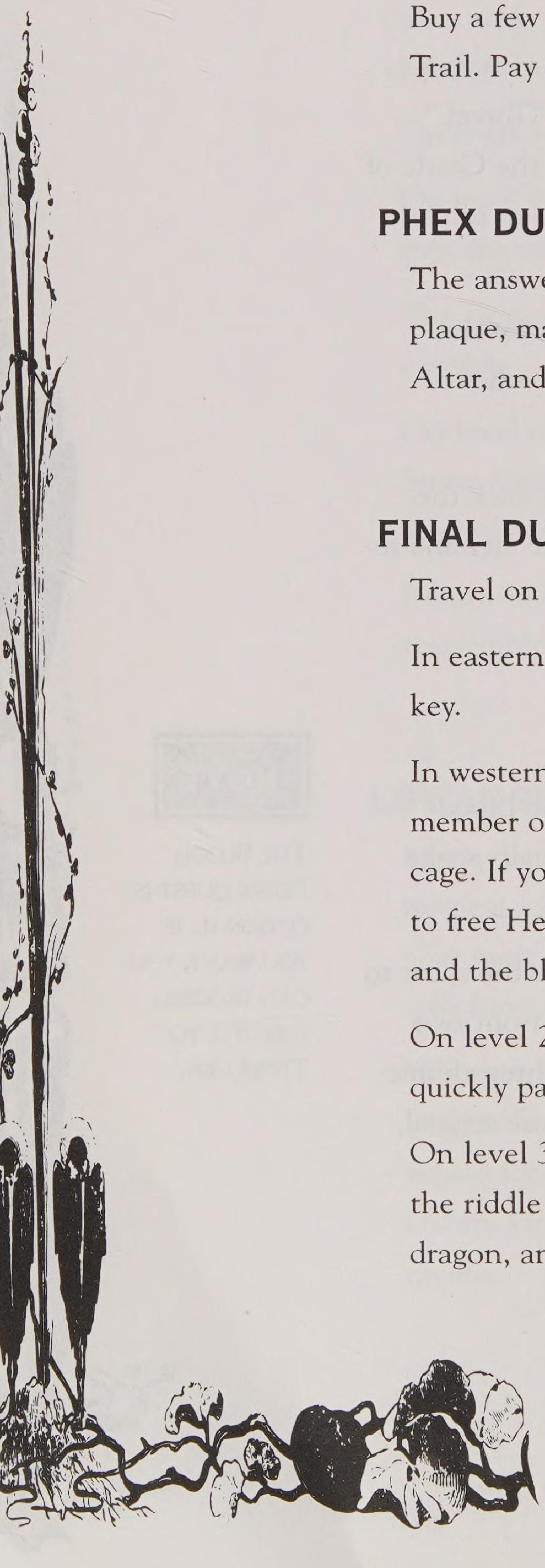
Travel on to Tjolmar and enter Ingramosh's house.

In eastern level 1, pull three tree branches to get a flame key.

In western level 1, pull the two hooks, and then split one member out of your party to raise the gate and leave the cage. If you know the Melt the Solid spell, it can be used to free Helen. Get a second flame key from the fountain, and the black statuette.

On level 2, get the four pieces of the amulet, and then quickly pass through the secret door in eastern level 2.

On level 3, the combination is 1325, and the answer to the riddle is "Arkandor". Get the dragon claw, kill the dragon, and go up the nearby stairs to win the game.



ONLINE SUPPORT

1. Filename: ROASTR.ZIP Size: 6885

   Title: ROA: Star Trail Super Start-up Party (IBM)

   Super startup party for Realms of Arkania: Star Trail. Party is composed of Ice Elf, Sylvan Elf, two Green Elfs, a Warrior, and a Magician. Five members can fight well, five do magic, and three use a bow. All start off extremely well equipped, including magical weapons and items (including magic water skin and bread bag). All have spare weapons, boots, and two bottles of miracle cure (anti-disease). All have excellent stats, excellent AT/PA values, and are masters of those skills needed throughout the game.

2. Filename: STMIRA.TXT Size: 2459

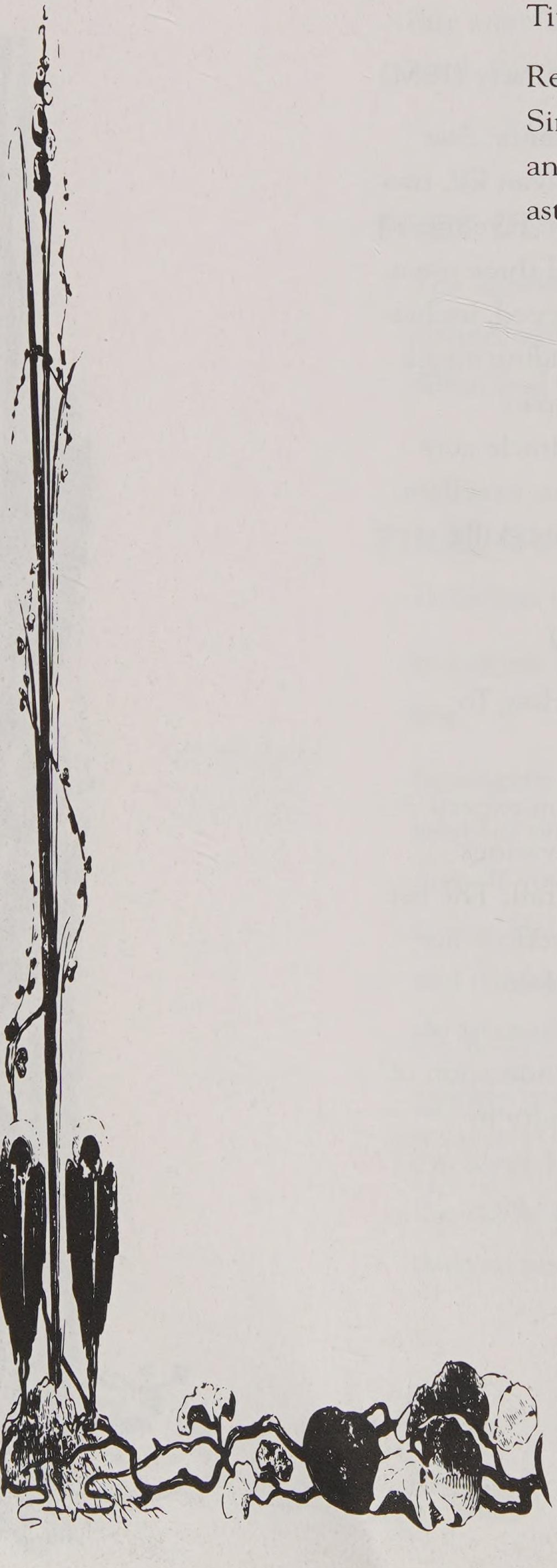
   Title: ROA: Star Trail Miracles and How To (Text)

   Here is some information gleaned from experimenting with praying for miracles at various temples in Realms of Arkania: Star Trail. The list is incomplete and any additions/corrections are welcome. The list gives the Deity and the sequence of miracle effects available in most of the Temples in Star Trail with some indication of duration of effect and degree of difficulty in obtaining the effect.

3. Filename: STEDIT.EXE Size: 46834

   Title: ROA: Star Trail Party Editor (IBM)

   Realms of Arkania: Star Trail Party Editor for the Sir-Tech game. Allows you to edit a savegame and change attributes, skills, spells, life points, astral points, and party funds.



STAR CONTROL II

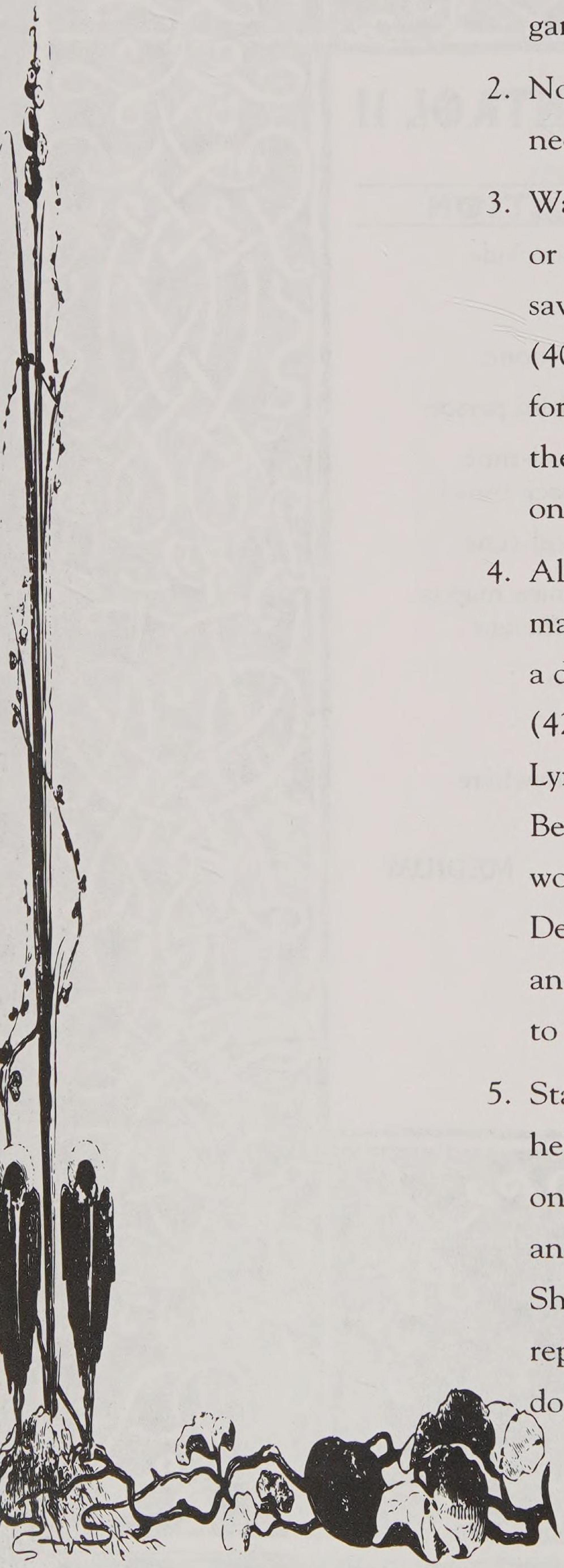
VITAL INFORMATION

Publisher	Accolade
CD-ROM	No
Completion Time	35 hours
Perspective/View	Third person
Movement	Real-time space travel
Combat	Real-time
Automapping	Game map is sufficient
Diary	No
Party Size (Maximum)	1
Save/Restore Game	Anywhere

OVERALL DIFFICULTY **MEDIUM**

POWER TIPS

1. Key object placement is random from game to game.
2. No particular order to completing missions is necessary.
3. Ways to earn lots of money for fuel: blow up ships or mining minerals and bring them back to Earth; save the Zoq-Fot-Pik [homeworld Alpha Tucanae (400;543.7)] from the Ur-Quan and Kohr-Ah forces; and find the Melnorme and trade with them. You can get biological data by killing life on planets and moons.
4. Although not necessary to win the game, you may wish to rejuvenate the Shofixti race. Make a deal with Admiral Zex on Alpha Cerenkov (422.1;198.6) and bring the Beast from Delta Lyncis I (570.4;979.5). After Zex is killed by the Beast, go down to the planet and get the Shofixti women. Then give the women to Tanaka at Deltaorno (290.8;026.9). Give him a few months and you'll have more allies than you know what to do with!
5. Start a revolution in the Yehat Empire. After you help replenish the Shofixti, make sure to have one Shofixti ship in your fleet. Go to Yehat space and speak with a Yehat. Tell him about the Shofixti being back, and the following political repercussions start a revolt in their empire. Why do this? Wait till the end!



6. Find all ten of the brown Rainbow Planets, and discern their message:

    Beta Pegasei I (39.5;745.8)
    Epsilon Draconis I (283.6;785.7)
    Epsilon Lipi I (543.7;827.0)
    Beta Leporis I (766.6;866.6)
    Gamma Aquarii I (853.4;879.7)
    Groombridge I (996.0;904.2)
    Alpha Andromedae I (862.5;700.0)
    Gamma Reticuli I (741.6;508.3)
    Gamma Kepler I (602.0;297.9)
    Zeta Sextantis I (468.1;91.6)

7. A bug in the game lets you sell landers that you don't have. If you go below zero landers, a lot of garbage appears on the screen, but this won't effect gameplay. If you sell exactly 256 landers, then the screen clears itself up, and you'll wind up with exactly as many landers as you started with. You'll also have made about a hundred thousand credits, more than enough to fully equip your ship and pay your fuel bills for the rest of the game.

8. Many of your tasks can't be done all at once. You'll have to perform the first part, then wait a few months while the political situation straightens itself out before you can go back and complete it. So, there's no need to follow this walkthrough in exactly the order given; feel free to start work on the later tasks while the earlier ones are "on hold."

ABOUT THE GAME

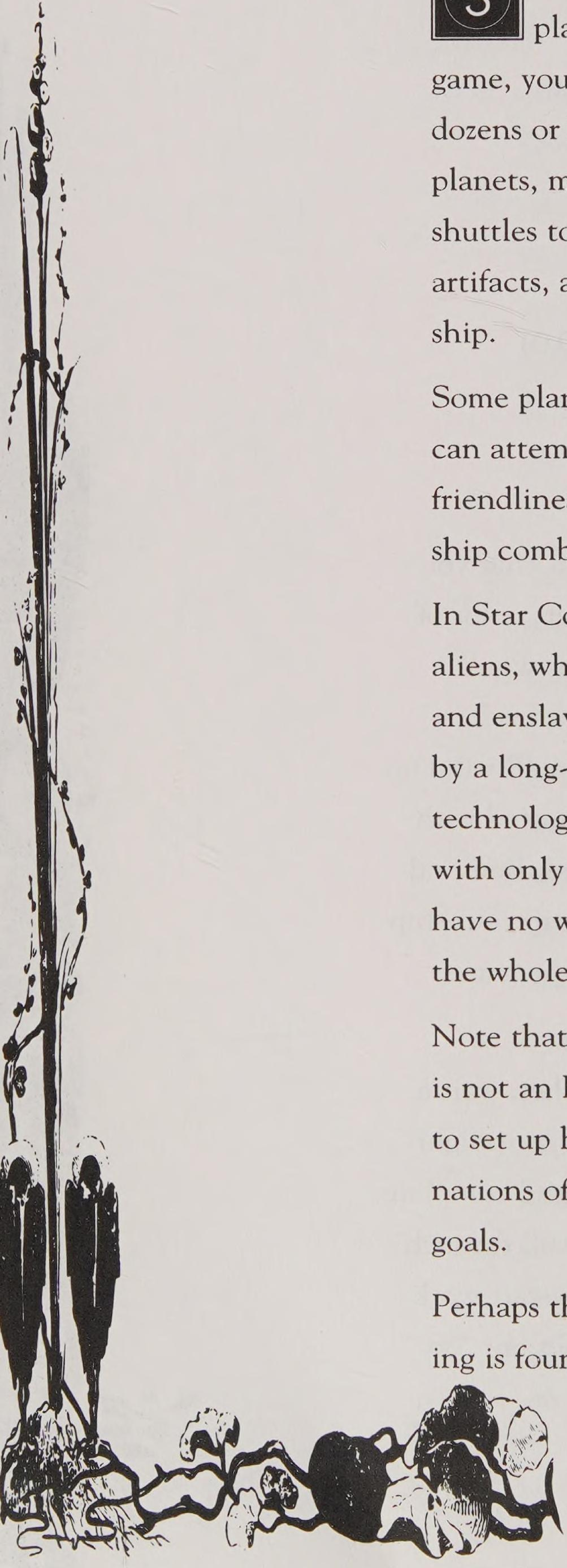
Star Control II is a galactic exploration role-playing game. In a typical galactic exploration game, you are given a spaceship and sent to explore dozens or hundreds of stars. Each star can have multiple planets, most of which are uninhabitable. You can send shuttles to these planets and mine for ores and ancient artifacts, and use them to buy improvements for your ship.

Some planets are inhabited, and when you find them you can attempt to communicate with alien races of varying friendliness. Unfriendly races may engage you in ship-to-ship combat.

In Star Control II, your goal is to defeat the Ur-Quan aliens, who have conquered your section of the galaxy and enslaved all of the other races. You pilot a ship built by a long-dead alien race, who had reached a level of technology that dwarfs even that of the Ur-Quan, but, with only a single ship and no way of making more, you have no way of winning a head-to-head battle against the whole Ur-Quan navy. Subtlety is called for.

Note that the previous game in the series, Star Control I, is not an RPG. It's an arcade-type game that enables you to set up head-to-head battles between different combinations of alien ships. There is no plot, and no long-term goals.

Perhaps the most hysterical moment in all of RPG gaming is found in this game. The weakest race has denizens



with high, squeaky voices that remind one of the utterances from Cleopatra's eunuchs. Whenever these weaklings engage in galactic combat with the game's major villains, the weaklings hurl epithets and insults at the bullies in the most obnoxious and offensive voices imaginable.

WALKTHROUGH

STARTING OUT

Travel to Earth (the blue planet, third from the sun). Talk to the captain of the space station. Go to Mercury and get some radioactives, then return to the station. Go to the Moon, examine the abandoned base, and kill all of the robots. Return to the station, and destroy the Ilwrathi ship that shows up. Explore the rest of the solar system, being sure to find the Spathi who's hiding out on Pluto.

Explore some of the nearby systems to get minerals and biological data. If a planet is rich, but too hot or too volcanically active to explore, make a note of where it is; the Melnorme eventually offer you technology that lets you survive on these worlds.

The Melnorme can be found traveling around the planets of Alpha Centauri, or any other Supergiant star. They sell very useful information and technology, so be sure to go there whenever you can afford it. The quickest way to

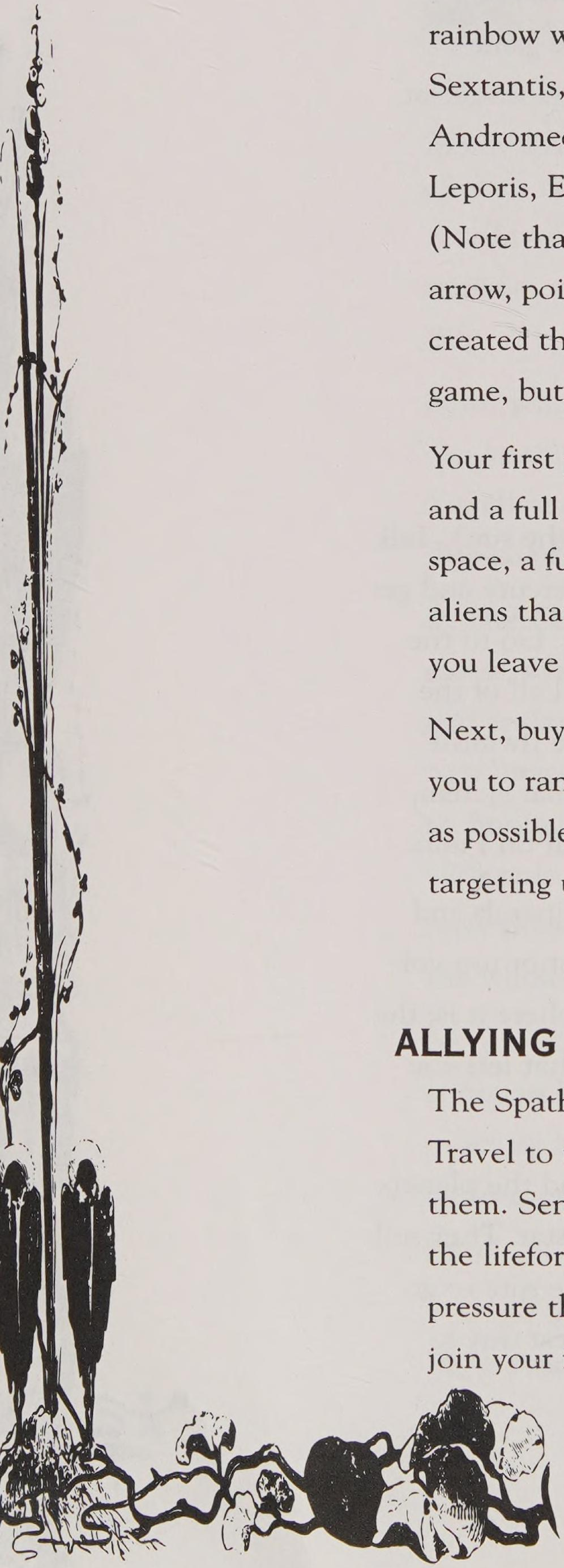
earn credits from the Melnorme is to sell them the locations of the mysterious Rainbow Worlds. There are ten rainbow worlds; located at the following stars: Zeta Sextantis, Gamma Kepler, Gamma Reticuli, Alpha Andromedae, Groombridge, Gamma Aquarii, Beta Leporis, Epsilon Lipi, Epsilon Draconic, and Beta Pegasi. (Note that these ten stars are arranged in the shape of an arrow, pointing to the galactic core. The ancients who created the Rainbow Worlds cannot be found in the game, but this might be a clue as to where they went.)

Your first priority should be to buy an extra cargo unit and a full set of thrusters. If you get too close to enemy space, a full set of thrusters enables you to outrun any aliens that start chasing you; they'll break off pursuit as you leave their sphere of influence.

Next, buy a few extra fuel tanks and cargo units to allow you to range farther afield. Stay out of combat as much as possible until you've bought the Melnorme auto-targeting unit.

ALLYING WITH THE SPATHI

The Spathi homeworld is in the system of Epsilon Gruis. Travel to the first moon of the first planet, and talk to them. Send your lander to the first planet and pick up all the lifeforms there so that the Spathi can return. If you pressure them, they'll send a few of their spaceships to join your fleet on Earth.



After a few months, if you travel back to the moon, you'll find it abandoned and you'll be able to pick up the Umgah Mind Caster.

ALLYING WITH THE ARILOU

The Arilou live in an alternate dimension, which can only be reached by a "hole" that opens in the Columbae constellation on the 17th of each month. The Arilou homeworld is in the far northeast of Quasi-space. After talking to them, return to normal space and get the Ur-Quan warp pod from Alpha Pavonis.

Take the warp pod to the Arilou to get the Portal Spawner, which enables you to enter Quasi-Space at will. Map the various exits, and you'll be able to travel around the galaxy much quicker.

ALLYING WITH THE ZOT-FOT-PIK

The Zot-Fot-Pik can be found in Alpha Tucanae. They'll ally and give you information as soon as you talk to them. Check back with them periodically to see how the Ur-Quan civil war is going.

STOPPING THE SLYANDRO PROBES

The Slyandro Probes become more and more common as time passes. To stop them from attacking, travel to the gas giant in Beta Corvi and talk to the inhabitants.

ALLYING WITH THE SHOFIXTI AND THE YEHAT

The last surviving male Shofixti lives in the Delta Gorno system. Insult him repeatedly, and warp out whenever he attacks. (Don't kill him, otherwise the race becomes extinct!) After a while, he'll realize that you're not enemies, and you'll be able to talk to him.

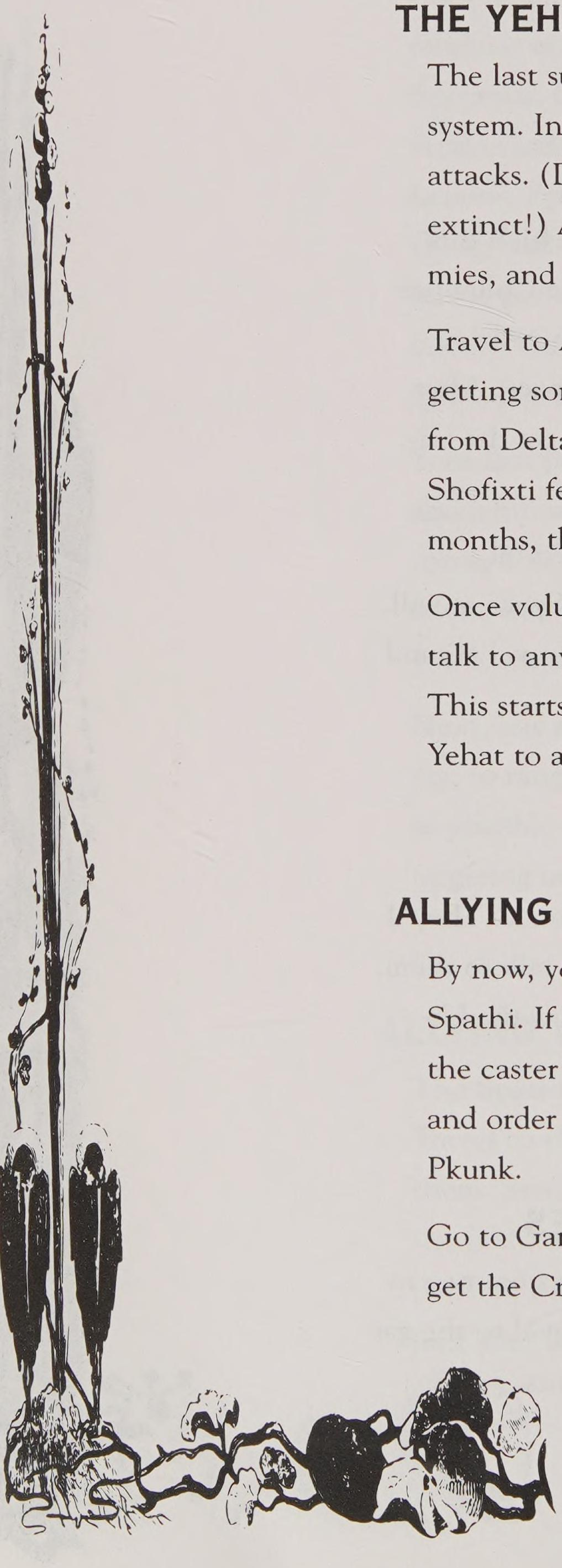
Travel to Alpha Cerekov, and talk to the VUX about getting some Shofixti females. He wants the lifeform from Delta Lyncis in exchange. Once you have the Shofixti females, take them to Delta Gorno. In a few months, the Shofixti start sending volunteers to Earth.

Once volunteers have shown up, buy a Shofixti ship, and talk to any of the Yehat in the Serpentis constellation. This starts a revolution which ultimately causes the Yehat to ally with Earth.

ALLYING WITH THE PKUNK

By now, you should have the Umgah Caster from the Spathi. If not, you can pick up a caster on Arcturus. Use the caster in the Ilwrath home system of Alpha Tauri, and order them to attack the Thraddash instead of the Pkunk.

Go to Gamma Kreugar to talk to the Pkunk leader and get the Crystal Spindle. They'll also give you a few ships;



hang on to these until the end of the game because your shipyard can't manufacture them.

Later in the game, the Pkunk develop an urge to visit their cousins, the Yehat. When the spheres of influence meet, the Pkunk disappear from the map. Don't worry, though: you'll eventually learn that they've just rejoined Yehat society.

ALLYING WITH THE SYREEN

Buy information about "alien races" from the Melnorme until you're told about the Mycon Deep Children. Travel to Beta Copernicus and get an egg case, then take this evidence to the Syreen at Betelgeuse to convince them to join your alliance.

The Syreen ships are stored on the first moon of the first planet of Epsilon Camelopardalis. After recovering it, return to Betelgeuse to plan the destruction of the Mycon. To tell the Mycon about the world they should visit, you must visit their home planet in Epsilon Scorpii.

Once the Mycon's sphere of influence has moved far enough, go to Beta Brahe and pick up the Sun Device.

ALLYING WITH THE CH'MMR

The Ch'mmr are in Procyon. You'll need a caster to talk to them, and the Sun Device (from Mycon space) to allow them to complete their evolution.

THE ORZ AND THE TALKING PET

The Orz live in Vulpeculae. Make friends with them so that you can get the Psychic Shield from Delta Vulpeculae II-C. Travel to the Umgah homeworld, Beta Orionis, and learn about the Talking Pet. Leave and come back, and the Talking Pet attacks you; you can only resist if you have the Psychic Shield.

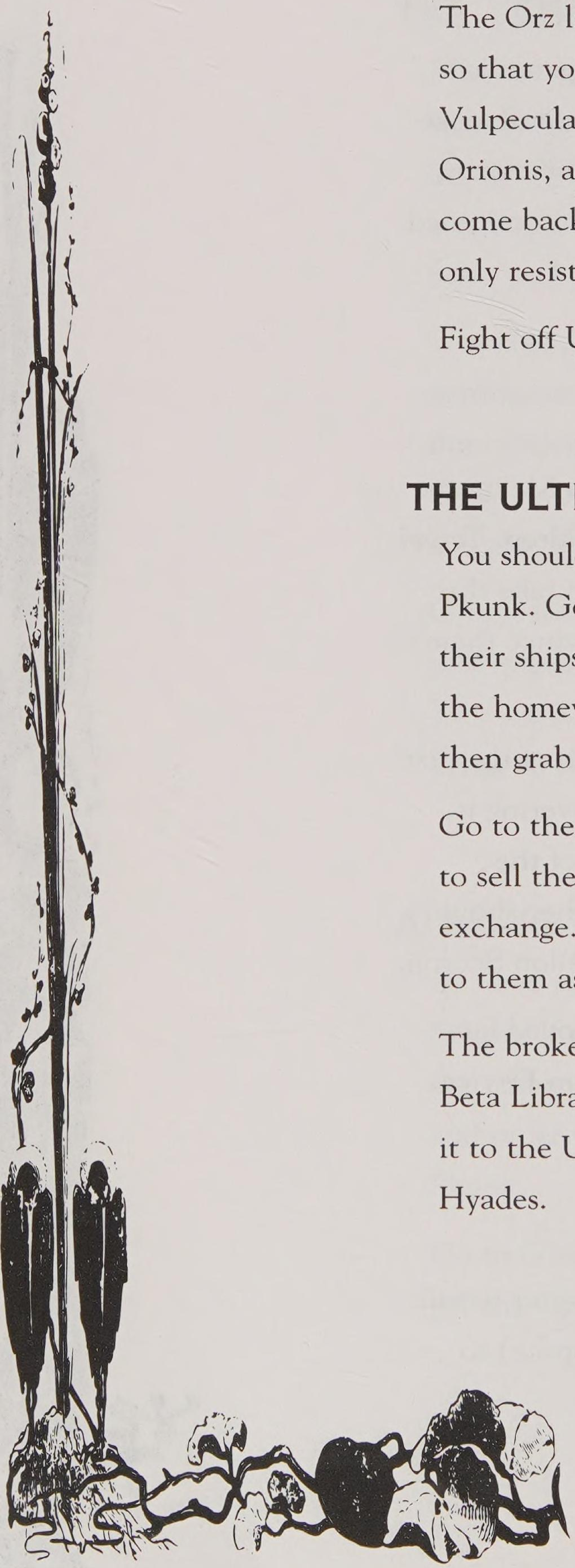
Fight off Umgah until the Talking Pet surrenders.

THE ULTRON

You should already have the Crystal Spindle from the Pkunk. Go into Thraddish space (Draconis) and destroy their ships until you've managed to impress them. Go to the homeworld at Delta Draconis for information, and then grab the Aqua Helix from Zeta Draconis.

Go to the Druuge Trading World in Zeta Persei, and offer to sell the Egg Case. Agree to take the Rosy Sphere in exchange. (You could get it by selling 100 crew members to them as slaves, but this is bad for morale.)

The broken Ultron can be obtained from the Supox on Beta Librae. Repair it by using the three parts, and give it to the Utwig in Beta Aquarii. Get the bomb from Zeta Hyades.



THE FINAL BATTLE

At this point, you should have the bomb and the Talking Pet, and the Ch'mmr should be allied with you. Take the bomb to the Ch'mmr for improvements, and then make final preparations for your assault on the enemy flagship.

Since the bomb takes up so much space, you won't be able to put up a decent fight with your flagship. Don't bother putting in weapons; just put in one fuel tank and fill up the rest of the space with crew modules.

Take a full complement of escorts: All the Pkunk Furies that you have, and a mixture of Ch'mmr Avatars and Utwig Juggers.

Travel to Delta Crateris, and use the Talking Pet to disperse the fleet that surrounds the fifth planet.

Upon reaching the planet, you'll still have six warships to defeat. A skillfully piloted Jugger can kill them all easily; a few Avatars are also able to take them out.

If you're letting the computer do the fighting for you, then you only need to get through the warships to win the game. Otherwise, you must manually destroy the Sa-Matra. At the beginning of this phase, you'll get a delegation of Pkunk and Yehat who tell you that their civil war is over, and they'll give you some extra ships.

The Pkunk Fury is the best ship to take out the shield generators, since it's the only one fast enough to outrun fireballs. After knocking out all eight generators, switch over to your flagship and pilot it directly to the opening.

ONLINE SUPPORT

1. Filename: STARC2.UHS Size: 20109

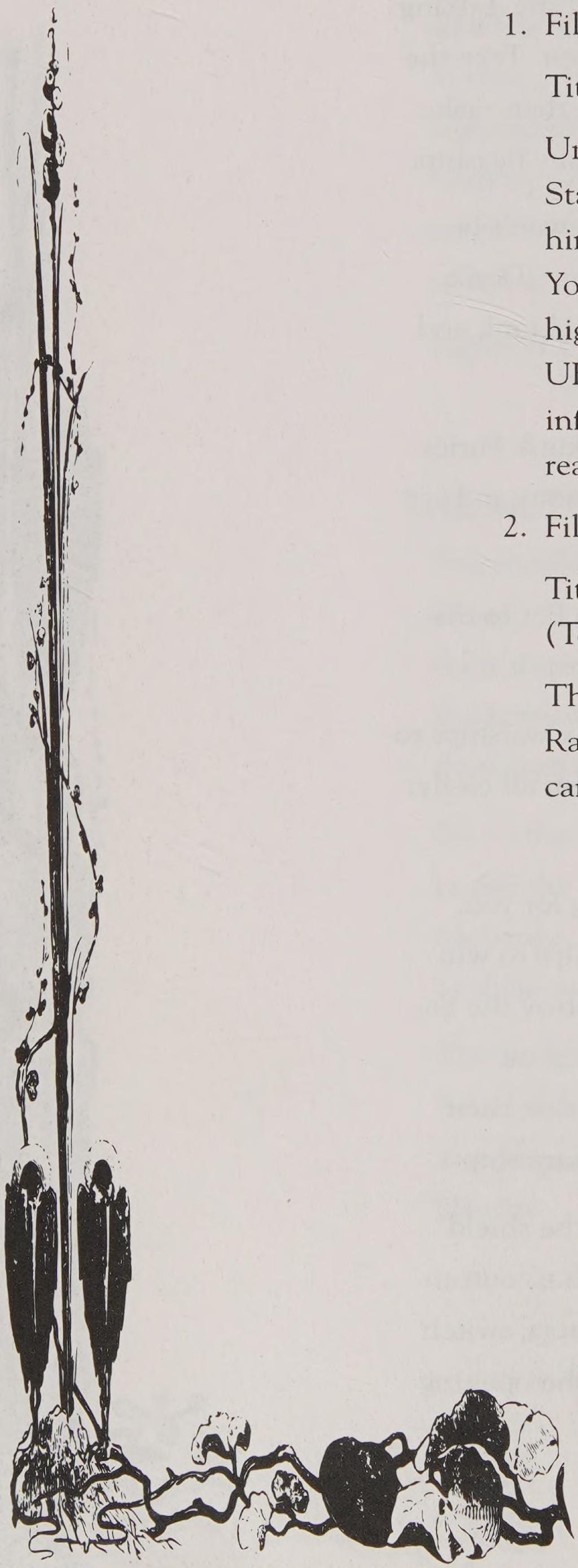
   Title: Star Control II Hint File (UHS 91a)

   Universal Hint System (UHS) file for Accolade's Star Control 2. The UHS lets you get only the hints that you need, so your game is not spoiled. You must have a UHS reader, version 91a or higher, in order to read this properly. Read UHS.HLP in LIB 1 (General/Help) for more information on the UHS and to find a UHS reader for your system.

2. Filename: SC2WLD.TXT Size: 754

   Title: Star Control II—Rainbow World Locations (Text)

   This text file contains the locations of the 10 Rainbow worlds built by the Precursors, which can then be traded to the Melnorme for credits.



SUPERHERO LEAGUE OF HOBOKEN

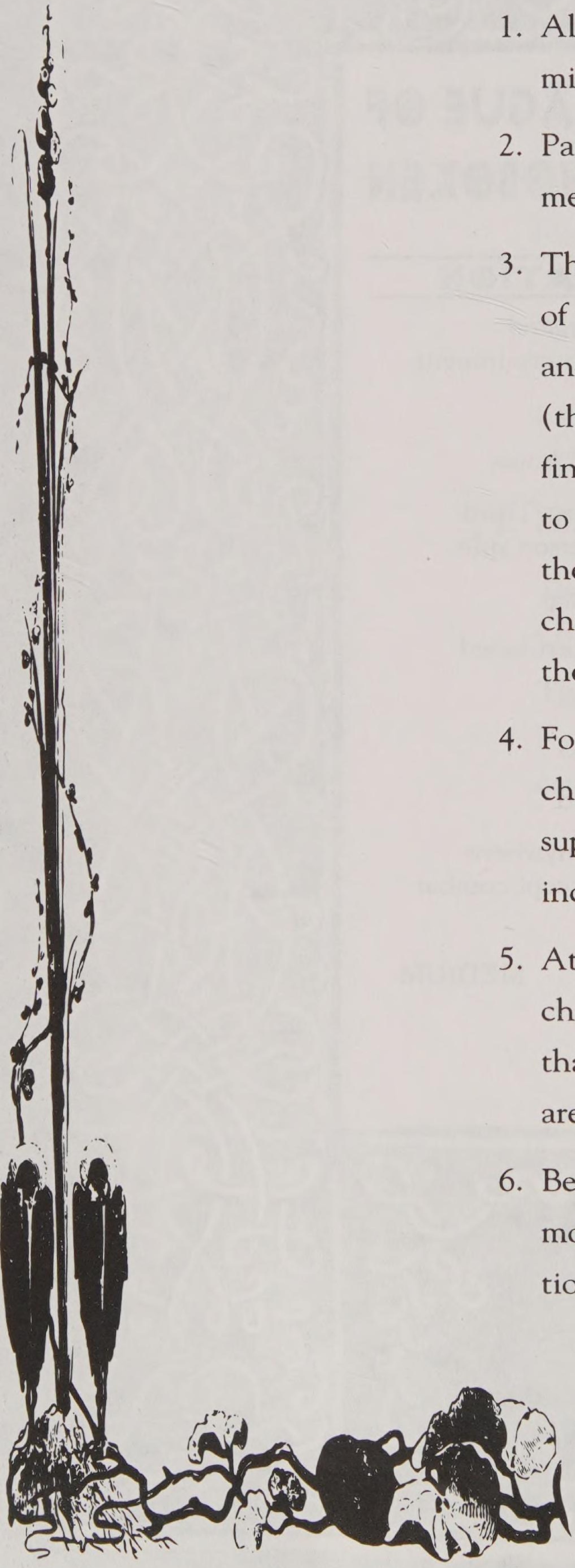
VITAL INFORMATION

Publisher	Legend Entertainment
CD-ROM	No
Completion Time	35 hours
Perspective/View	First/Third person split
Movement	Step
Combat	Turn-based
Automapping	Yes
Diary	No
Party Size (Maximum)	3-8
Save/Restore Game	Anywhere except combat

OVERALL DIFFICULTY **MEDIUM**

POWER TIPS

1. Always return to Headquarters after completing missions.
2. Pass over water with Treader Man or if party member has drunk the Aqua Isotope.
3. The easiest way to equip your party is to give all of the weapons and armor to the first character, and have him equip the first object of each type (they are always the most powerful). When he's finished, he should transfer the remaining items to the next character in line, and so on down to the last character. With missile weapons, the last character should get the strongest weapon and the first character should get the weakest.
4. For best results, use the isotopes to give each character two combat superpowers. (The combat superpowers are: put animal to sleep, induct rust, increase cholesterol, and induce root rot.)
5. At the beginning of each new level, check your chatterbox for messages. Frequently, you'll learn that something interesting has happened in an area that you've already explored.
6. Be sure to earn the bonuses for killing all the monsters in a sector, and for mapping all the locations.



7. There's only a limited amount of money in the game, so don't waste it. If a character becomes radiated or irritated, it's better to just sleep it off instead of buying treatment in town. Brothels are a waste of money, too.

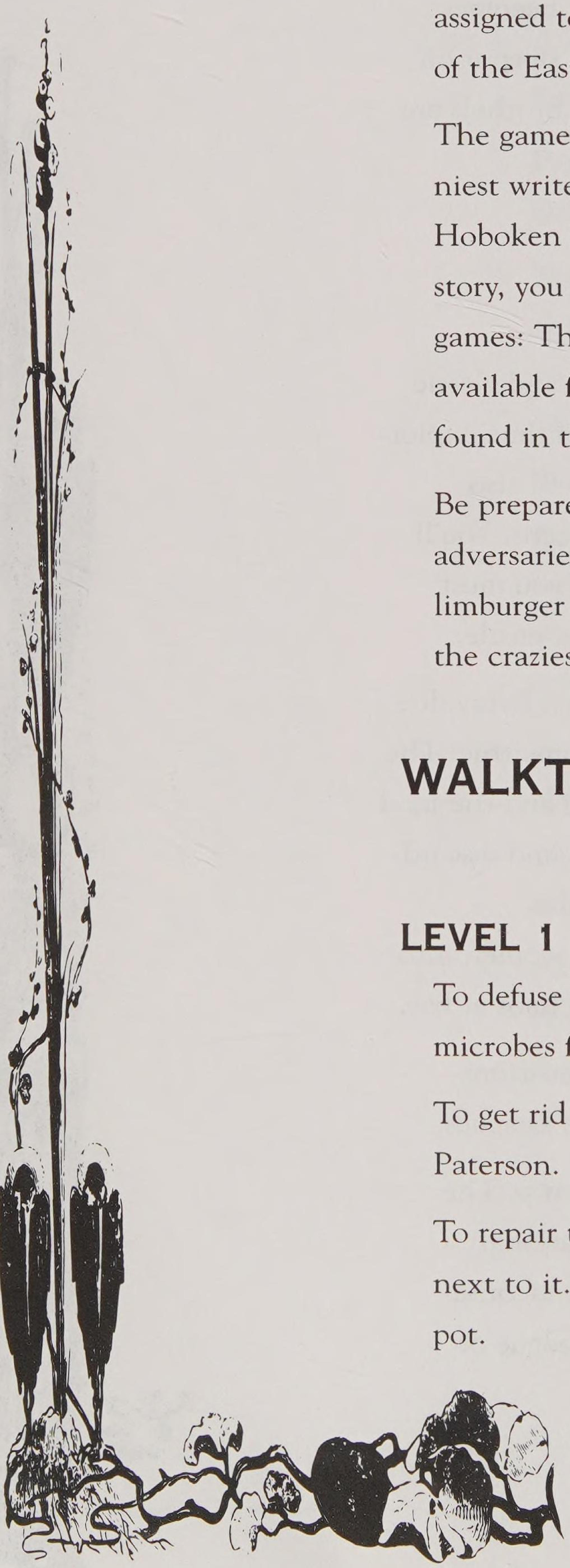
ABOUT THE GAME

This is actually a hybrid of role-playing and classic adventure. While you'll spend a lot of time exploring the wilderness and fighting monsters, you'll also encounter a large number of "adventure" screens. You'll be presented with a picture of a room where you must manipulate various objects in order to solve a puzzle.

The game is set sometime in the next century. Every dire prediction made by environmentalists has come true: The ozone layer is gone, the icecaps have melted, and the land is a barren waste, poisoned with radioactives and discarded fast-food packages. Luckily, mutagens in the environment have turned ordinary men and women into superheroes, who fight to hold the forces of chaos at bay.

Superheros are organized into leagues, with missions doled out by the Commissioner of Superhero Leagues.

As the game opens, you control a hero known as The Crimson Tape (Superpower: Create Organizational Charts). You have taken over as leader of an inconsequential league known as the Superheroes League of



Hoboken. Your quest is to faithfully carry out the tasks assigned to you by the Commissioner, and to become one of the East Coast's top-ranked leagues.

The game's author, Steve Meretzky, is probably the funniest writer in the industry. SuperHero League of Hoboken is his only RPG, but if you like the game's story, you might want to check out some of his adventure games: The "*Spellcasting 101*" graphic adventure series, available from Legend, and his earlier text adventures found in the "*Lost Treasures of Infocom*" collections.

Be prepared to do battle with the strangest monster adversaries conceivable. Victory-sign waving Nixons, limburger cheeses, and pepperoni pizzas are just some of the crazies the gamer must overcome to win the game.

WALKTHROUGH

LEVEL 1

To defuse the limburger bomb, buy cheese-eating microbes from the Paterson pawnbroker.

To get rid of the rabid sheep, buy sheep spray in Paterson.

To repair the broken computer, break the potted plant next to it. Pick up the magnet that was hidden in the pot.

To get rid of the Jalapeno peppers, make sure that the Iron Tummy is in the party, and use his superpower in the warehouse in Newark.

To stop Dr. Entropy, take the rag from the Jalapeno quest and use it on the transmission fluid, the sheep drool, and the dirt that appeared when you solved the other three quests. Examine the warranty in Edison's lab, and use the rag on the wall. Use Robomop's superpower to clean up the mess, and then unplug the cord to the device.

LEVEL 2

Before starting, get the grey tubecar pass from the storage cabinet.

To solve the problem in Scranton, enter the subway station in Newark and take the grey train to Scranton. Get the Bowdlerizing Ray from the Scranton Station, and travel to the Scranton League HQ. Have Mlle. Pepperoni use the Ray on the magazines. Get the lump of coal.

In Piscataway, examine the wig and notice the metal lining. Take the bust from the shelf above the door, and replace it with the magnet (from Edison's lab). Wait for the warlord to leave, and get the paperweight.

To get the Silly Putty formula, open the locker in the Newark Control tower and get the Pappy Outfit. Wear it, and talk to the dying man in Hackensack. Go outside, remove the outfit, go back inside, and talk to him again. Get the silly putty egg.

To resolve the strike, remove the light panel, and get the 98-watt bulb. Replace it with the 100-watt bulb (from Edison's Lab). Get the Avocado.

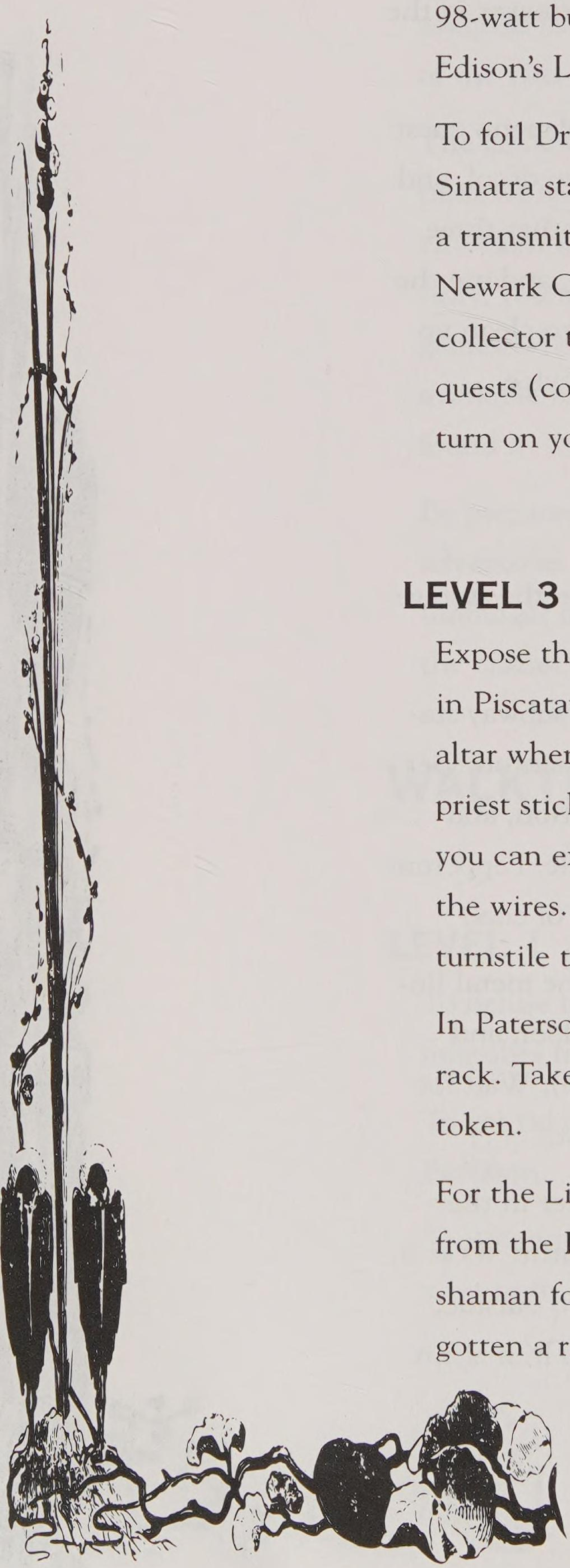
To foil Dr. Entropy again, get the DAT tape from the Sinatra statue in the Hoboken League basement, and get a transmitter from the Piscataway pawnbroker. Go to the Newark Control Tower, and try to go upstairs. Give the collector the four objects you got from your previous quests (coal, paperweight, egg, avocado). Go upstairs and turn on your transmitter.

LEVEL 3

Expose the corrupt church by buying some wire cutters in Piscataway. Go into the temple and hide under the altar when the room is empty. Wait until you see the priest stick his foot under the altar. When he's done this, you can examine the knot, get the loose board, and cut the wires. Wait until the priest is caught, and then get a turnstile token.

In Paterson, go to the Warlord's house and get the coat rack. Take it to the Washington Museum for a turnstile token.

For the Liberty Bell, you'll need to get the plastic case from the Paterson warlord, and return it to the Yonkers shaman for a container of nitrous oxide. You should have gotten a red tubecar pass in combat, so take the red



tubecar from Newark to Philadelphia, picking up the plastic tubing on the way. In Philadelphia, find a gym where you can work out to increase your strength. Find the Liberty Bell and use the plastic tube on the crack, then use the nitrous oxide on the tube. Lift the bell and get the turnstile token.

The radiation shielding for Mineola can be bought in Yonkers. You'll get a fourth turnstile token for this. Yonkers also sells the Orientation guide that you'll need to explore mountains and forests.

To stop Dr. Entropy, get the large placard from Bernardsville. Go to Belmont Park, and use the four tokens to pass the turnstile. Put the placard on the steel frame. This gets you the green tubecar pass.

LEVEL 4

At the beginning of the game there was a vial of aluminum-eating microbes in your storage area. Use this on the safe in Yankee Stadium to get the stolen ball. Take it to Times Square for a bedistor.

Also get the Yellow pass from Grand Central Station.

To bail out the Flushing League, go to Shea Stadium and blow the whistle that you got when you rescued the tiger in Philadelphia. Get a bedistor.

Explore the Philadelphia sewers thoroughly and you'll find the diet book and a bedistor.

To get to New Haven, take the green tubecar pass that you got in Belmont Park, and use it to take the tubecar from the Empire State Building. Go to the Yale Campus, and then to the Science Museum. Get the washing machine, and put it on one of the spots on the floor. Stand on the other spot to overhear the secret conversation. Take this information to Princeton and get a bedistor.

In Yonkers, you can buy the purple tubecar pass; the purple tubecar is nearby. Take it to Poughkeepsie and get the metal bar and the printout. Read the printout, and then find the vault in Uptown New York. Use the metal rod in the fourth booth to get a body, and take it to Yankee Stadium. Put the body and the four bedistors in the booth, and Dr. Entropy's diabolical plan is foiled.

LEVEL 5

Wear the three pieces of Washington paraphernalia that you found in the Washington museum, and talk to the Poughkeepsie warlord so that he'll call off the invasion. Get a poker chip.

Examine the Huntington warlord's table to find the missing videotape and return it to Princeton for a poker chip.

To stop the war between the tribes in New York, go to the cave in New Haven and talk to the hermit to get a sheet of music. Practice the music and you'll be teleported to Carnegie Hall. Play the piano, and then open the sandbag to get the two totems. Enter the light to leave the building. Deliver the totems to the tribes and get a poker chip.

If you haven't done so already, go to Philadelphia and rescue King Midas from Ben Franklin's house. Go to Freehold and talk to the people in town until you can work out a deal. Ask King Midas to use his power on any two worthless items. If he refuses, then you'll be needing that item later, so just pick a different one. Give the woman at the brothel the fur muffler that he creates, and also the fur coat from the Piscataway warlord's house.

Talk to the people in town until they all agree to lower their prices. You'll get a poker chip when you return to headquarters.

Make sure that you have the termite hatchery from the New Haven science museum, and buy the termite eggs in Princeton. To reach Atlantic City, you'll need to buy the orange pass on Staten Island, and take the train from Philadelphia. Use the four poker chips in the slot machine, and then put the termite eggs in the hatchery and turn it on.

LEVEL 6

Explore the New York sewers thoroughly and kill all the alligators. When you've killed the last one, you'll get some alligator droppings.

Princess Glovebox's superpower can refold the maps on Staten Island and get you a can of beer.

Go to the vault in Atlantic City and get the tabloids. Put the tabloids in the basket in Scranton Village. Wait until the crowds clear out of Scranton Temple and you'll find some soup.

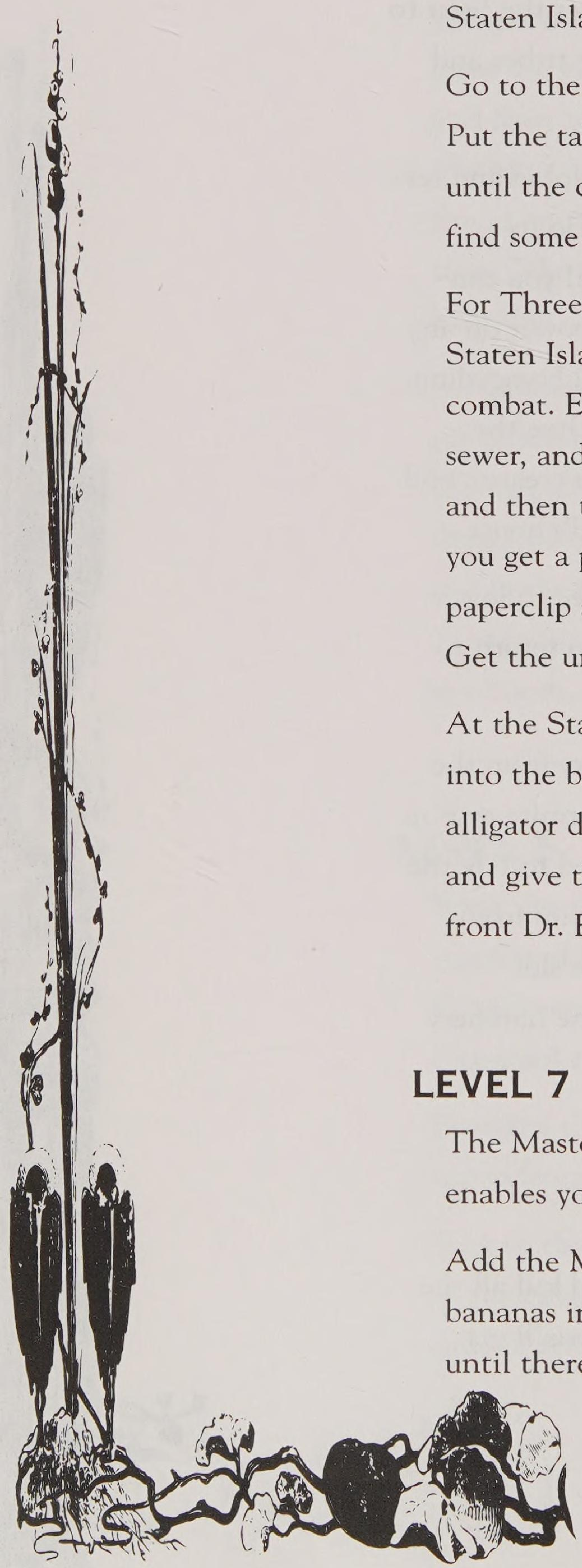
For Three Mile Island, you'll need the silver pass from Staten Island, and the brown pass, which you can get in combat. Enter the tubecar station in the New York sewer, and get the gum. Take the brown train from there, and then the silver train to get to Harrisburg. Fight until you get a paperclip. Go to Three Mile Island, and use the paperclip and the gum to repair the deactivation unit. Get the uranium.

At the Statue of Liberty, put the cone (from Edison's lab) into the beer can to use it as a funnel. Add the uranium, alligator droppings, and mushroom soup. Try to go up, and give the beer can to the android. Go up and confront Dr. Entropy.

LEVEL 7

The Master Tubecar Pass can be found in Harrisburg. It enables you access to all of the tubecars.

Add the Mighty Magnitude to your party, and find the bananas in Scranton. Use the Power of 10 on the pile until there are few enough to carry. Take the gold



tubecar from Scranton to Buffalo. Buy the isotope blanc in Chippawa, and use it to gain the Beaver Jaw superpower.

Get the barrel from Niagara Falls, then go down to the rest area. Use the Power of 10 and Beaver Jaw powers on the tree to dam the river. Go to the island, and then ferry the stranded soldiers across the river to get the plowshare and the pruning hook. Give the plowshare, pruning hook, and barrel to the farmer to get the Empire State Building Key.

Use the key to reach the top of the Empire State Building.

Use the Power of 10 on the bananas until the giant ape picks them up, and then turn off the movie projector.

ONLINE SUPPORT

Filename: SLH.UHS   Size: 34465

Title: Superhero League of Hoboken Hint File (UHS 91a)

Universal Hint System (UHS) file for Legend Entertainment's Superhero League of Hoboken. The UHS lets you get only the hints that you need, so your game is not spoiled. You must have a UHS reader, version 91a or higher, in order to read this properly. Read UHS.HLP in LIB 1 (General/Help) for more information on the UHS and to find a UHS reader for your system.

SYSTEM SHOCK

VITAL INFORMATION

Publisher	Origin
CD-ROM	Yes
Completion Time	40-60 hours
Perspective/View	First person
Movement	Smooth
Combat	Real-time
Automapping	Yes
Diary	Yes
Party Size (Maximum)	1
Save/Restore Game	Anytime

OVERALL DIFFICULTY **AVERAGE**

POWER TIPS

1. Stealth is your best weapon in the game. If enemies are in the area, don't just jump out at them and try to dodge their bullets. Crouch down behind a corner, and lean out just far enough from a high or low position to shoot them.
2. The Alt-H feature makes it much easier to find secret doors and half-hidden objects. (Some people consider this cheating, but it's documented in the manual, so I say that you're allowed to use it.)
3. With a single battery and a single first aid kit, you can get free energy and health whenever you want it. Just drop the battery, use the first aid kit on it, and pick it up (or vice versa). You'll get a recharge, and neither item gets used up. This only works in the disk version, though, not the CD version.
4. Use the lean around corners mode to survey new areas. Boldly striding where no one has gone before is a sure road to a quick demise.

ABOUT THE GAME

In System Shock, you spend most of your time racing around a maze and shooting vast hordes of enemies. But Origin didn't neglect a plot or the need for puzzle-solving.

As you play you'll have to search for information about your surroundings, and use this information to solve puzzles that are more detailed than the usual "grab the key and run to the door" situations. System Shock has been discussed on roleplaying rather than action game forums online. Because of this, the walkthrough is included here.

The game is set on board a space station. SHODAN, the station computer, has inadvertently become self-aware, and is bent on the destruction of humanity. It is preparing to activate several doomsday weapons, each of which is capable of exterminating all life on earth. You are the only living person on board, and you must manually disable each weapon, and finally shut down SHODAN itself.

WALKTHROUGH

LEVEL 1

Your enemies will come back to life several minutes after you kill them, so proceed with caution, even in familiar territory.

Near where you begin, you'll find an automatic healer and a device that recharges energy weapons.

Your best weapon at this point is the Sparq beam, since you can recharge it when it runs low.

The access codes for this level are 451 and 705. There are four access cards you can find: STANDARD, where you start out; GROUP-1, across from the hospital; MEDICAL, near the cyberspace jack, and PER-1, in D'arcies office. In Cyberspace, there is a switch to open the security doors.

As on all levels, destroy every camera you can find, and all of the computer nodes. Doors that are "blocked by SHODAN security" can be opened once you've destroyed enough stuff.

The Computer Node room is in the northeast part of the level. Destroy all of the nodes, and then look around for a screen with a number on it. (The actual numbers vary from game to game). You'll need this number to solve a puzzle later on. Destroying computer nodes tends to open nearby alcoves containing lots of robots, so watch your back.

In the northwest is a cyborg conversion station. If you flip the nearby switch, then it turns into a hospital station. This makes it impossible for you to die on the level: If you're knocked out, SHODAN's soldiers take you here to convert you into a cyborg, but you'll wind up getting healed instead.

The elevator to the next level is in the north central area.

LEVEL 2

The only door access code for this level is 623. The access cards are: SCI, near a Cyberspace jack; ENG in the north central area; and GROUP-3, inside a thermos bottle near the Computer Node room to the south. You can also get SCI access through one of the cyberspace jacks. The other jack gives you the Laser Safety Override code, 199.

The Laser Control is in the center of the level. You're not ready to fire yet, though.

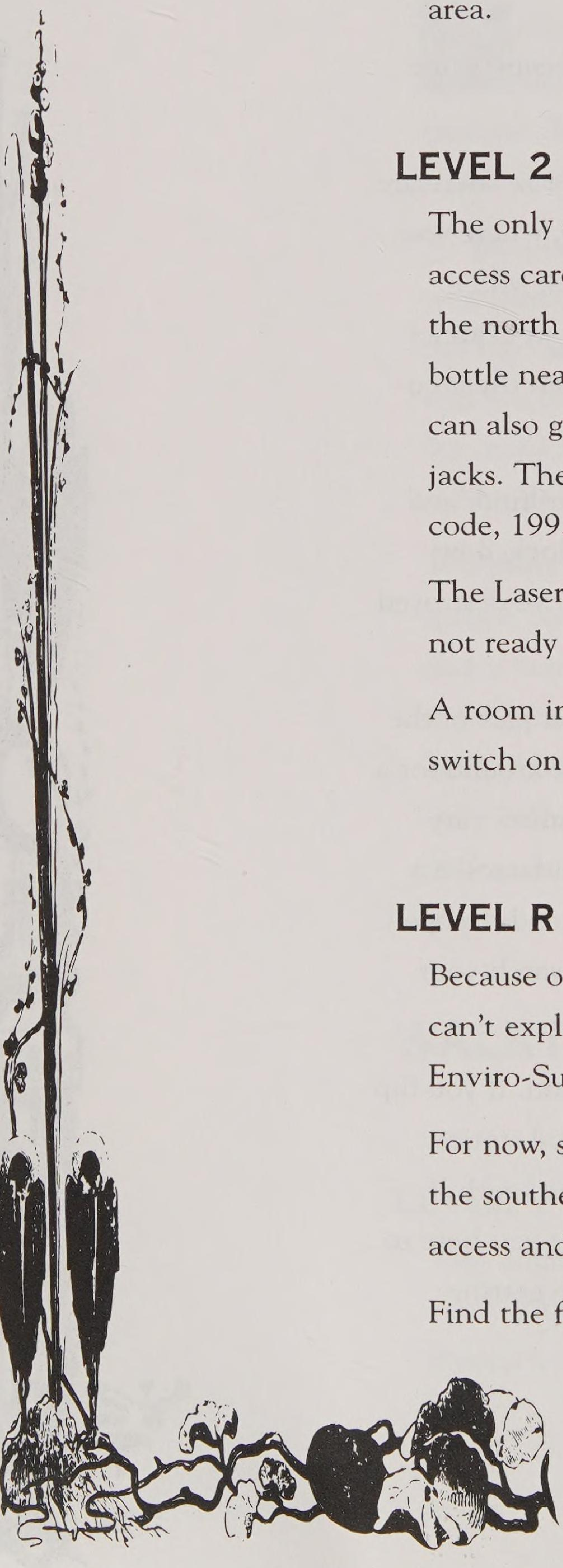
A room in the southwest contains the X-22 isotope; a switch on the wall lets you get it.

LEVEL R

Because of the extremely high radiation levels here, you can't explore the entire level until you've found a good Enviro-Suit.

For now, switch over the Cyborg Conversion center in the southeast, and go into Cyberspace to get ARMORY access and to open the blast door.

Find the flechette gun in the northeast.



Load the X-22 isotope into the shield generator to the southwest, and then enter the Laser Override Code (199) into the console to the west.

Now you can go back to level 2 and fire the lasers, foiling SHODAN's first plan.

LEVEL 3

The flechette gun lets you kill the first few invisible mutants. The best weapon to use against them is the Laser Rapier, which is found nearby: From the elevator, take the first door on the left, and climb a ladder.

The Computer Nodes are to the north.

The Cyborg Conversion facility is to the southwest. To get past the retina scan, you'll need the head of someone who had clearance. Look in the room all the way to the east. Pick up one Interface Demodulator for later.

The Maintenance doors can't be opened until later.

LEVEL 4

The only code you'll need for this level is 838.

The Computer Nodes are to the east.

The cyborg conversion is to the southeast. To the north, you'll find some plastique. You'll need four pieces of it later in the game.

LEVEL 5

In Flight Bay 4, use the combination ON, ON, OFF, ON, ON, OFF to activate most of the force bridge. There is still a gap you'll have to jump.

The Computer Nodes are to the south.

Cyborg Conversion is in the southeast. You can unlock the Bay 3 door and the armory door from Cyberspace.

LEVEL 6/GROVES

The elevator to this level only becomes operational when you've destroyed SHODAN's laser cannon by trying to fire it through the shields.

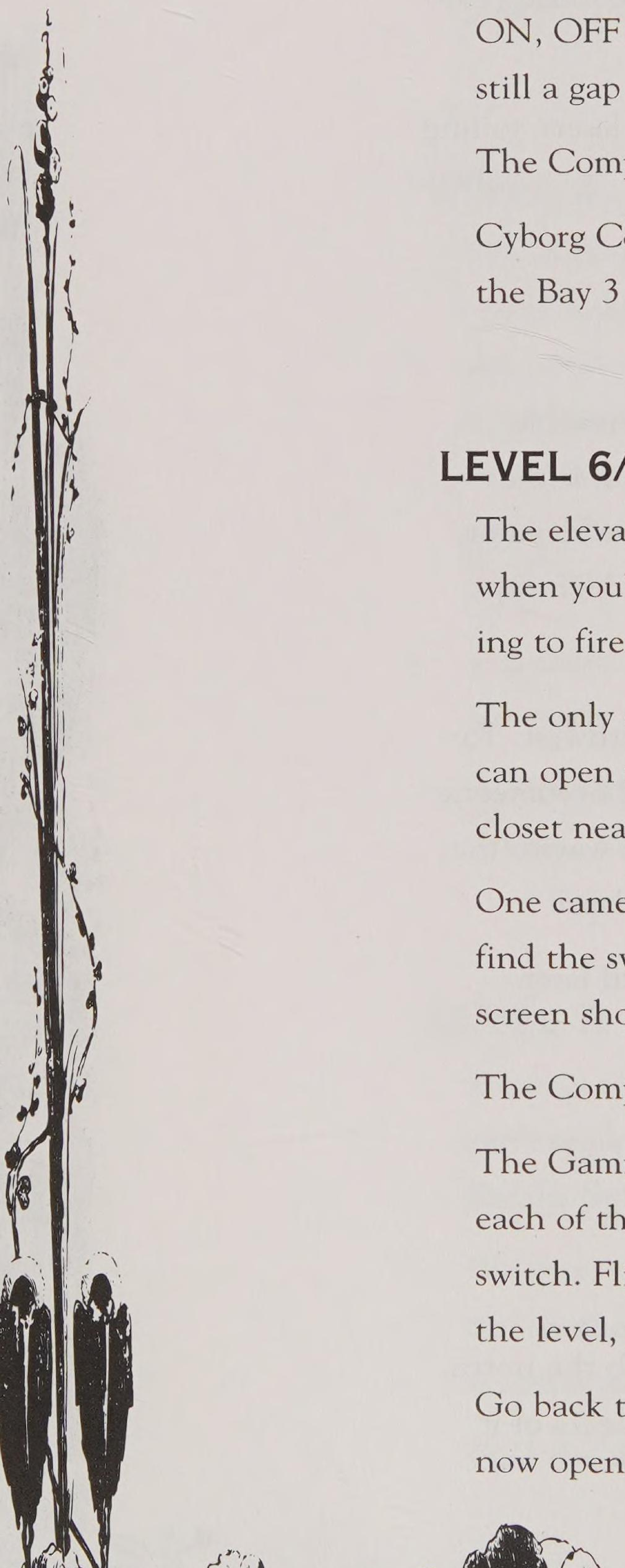
The only code for this level is 711. In Cyberspace, you can open the locks to Beta Grove, and to the storage closet near the elevator to L7.

One camera is protected by a force field. To destroy it, find the switch in the southeast. (Near the switch is a screen showing the force field.)

The Computer Nodes are to the south.

The Gamma grove has already been launched. Go into each of the other three, and flip the Jettison Enable switch. Flip the Jettison Master Control in the center of the level, and you'll be informed of an error.

Go back to level 3, where the maintenance doors are now open. Note the numbers of the relays, and give



them to the interface analyzer in the northeast part of the level. You'll soon find that Relay 428 is the bad one, and that it can be fixed with an Interface Modulator. (This relay is in the eastern part of the level.)

Go back to level 6 and hit the Jettison Master Control again.

Finally, hit the Jettison switch in the Beta Grove lobby.

LEVEL 7

You can't reach level 7 until you've jettisoned Beta Grove.

The elevator to this level is near the Jettison Master Control switch.

An ENG card can be found in the southeast, and Cyborg Control is in the south-central. An advanced Enviro-Suit can be found to the east, partially hidden under some clothing.

Use the plastique from level 4 to destroy the antennas, located at the four points of the compass. Run away quickly after placing it so you don't get caught in the blast.

REACTOR

With the antennas destroyed, you'll get authorization to blow up the reactor. Go down to level R and enter the reactor core.

Flip a switch to rise up through the shaft to the controls. The combination is the six numbers that you saw on the screens after destroying the computer nodes on levels 1-6 (which you've hopefully written down, because the numbers change from game to game.) The first combination is the numbers for level 1-3, and the second is the numbers for levels 4-6.

You can attempt to leave with the escape pod on level 5, using the combination 001, but your escape will be blocked. So, head upwards to level 8.

LEVEL 8

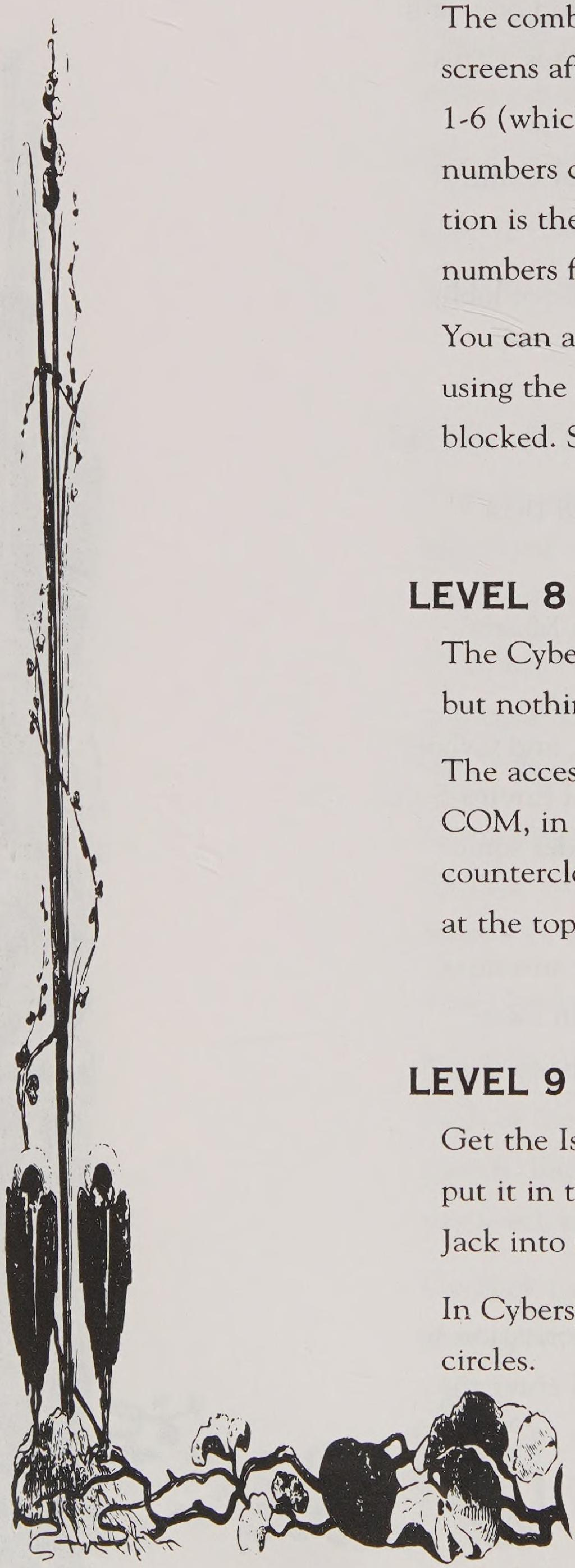
The Cyberspace on this level has a note from Rebecca, but nothing useful.

The access cards are: GROUP-6, in the northwest; COM, in the west. Work your way around the level counterclockwise to gain altitude and reach the elevator at the top of the central column.

LEVEL 9

Get the Isolinear Chipset from the cage in the east, and put it in the slot to the west to open the central area. Jack into Cyberspace.

In Cyberspace, the main flow carries you around in circles.



Explore the side passages, until you find SHODAN, who is a large grey cone. Start blasting away as fast as you can and hope for the best. (If the game ends with just a still shot of SHODAN's face, then you haven't won.)

ONLINE SUPPORT

1. Filename: SSSAVE.ZIP   Size: 515077

   Title: System Shock CD Savegame (IBM)

   This is a System Shock CD Savegame, positioned just before completing the laser mission, armed with the best stuff available up to that point. There are huge item stashes that you might find useful. This is a great way to start the virus mission if you really want to give SHODAN a headache! You can also use the item stashes to test the outer limits of the game engine. Difficulty levels: 2/2/3/1.

2. Filename: SSHKL1.GIF   Size: 6648

   Title: System Shock Level 1 Map/Comments (GIF)

   Here is a screenshot GIF of System Shock's 1st level. It has some simple comments and is uploaded to help beginning players make sure they have explored all of the first level. Only one small area was not explored as this required a 0% Level Security rating, which I did not have the patience to secure.

3. Filename: SSHOCKWK.ZIP Size: 13271

   Title: System Shock Walkthru (IBM)

   A fairly complete walkthrough for System Shock.

4. Filename: SHODANWV.ZIP Size: 121391

   Title: SHODAN System Shock "Who R U?" Wav (IBM)

   Wav-file from System Shock by ORIGIN.

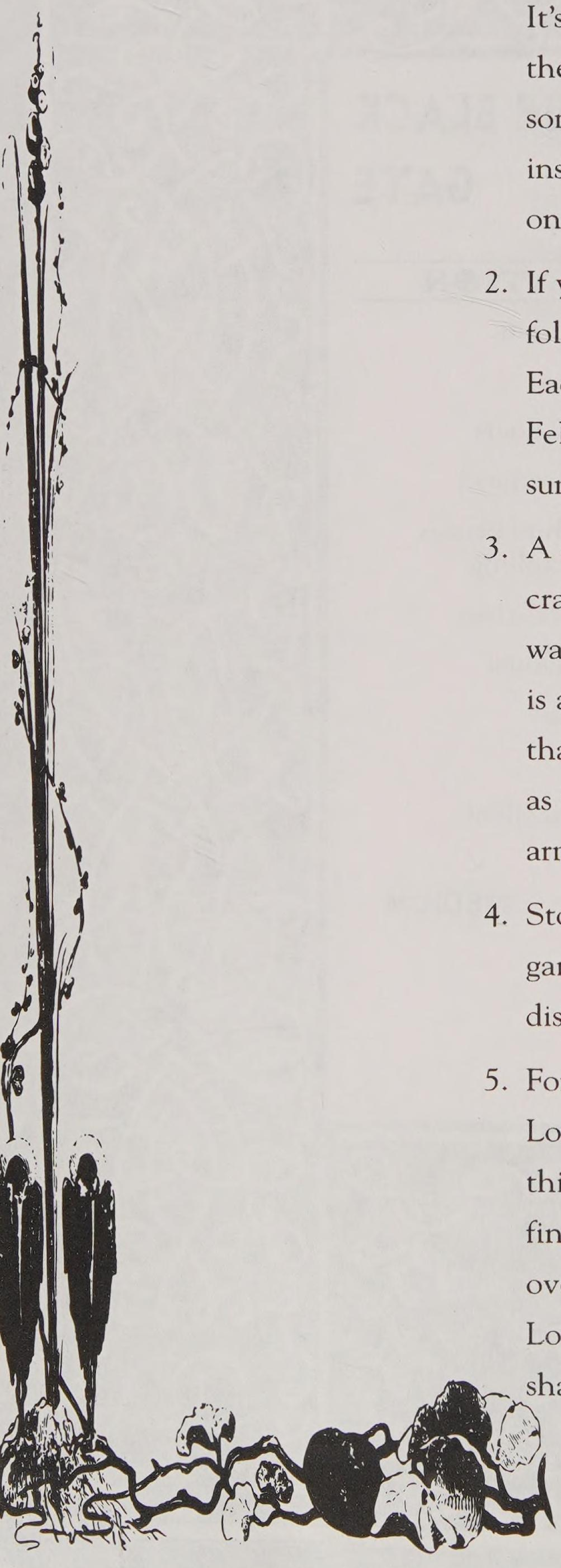
ULTIMA VII: THE BLACK GATE

VITAL INFORMATION

Publisher	Origin
CD-ROM	Yes
Completion Time	70 hours
Perspective/View	Overhead
Movement	Third person Scrolling
Combat	Real-time
Automapping	Manual
Diary	No
Party Size (Maximum)	6
Save/Restore Game	Excellent

OVERALL DIFFICULTY **MEDIUM**

POWER TIPS



1. Make sure that you talk to all of the townspeople. It's easy to miss the ones who are out working in the fields. If you think you might have missed someone, wait until midnight, and then check inside all the houses to see if you can find someone you haven't talked to.
2. If you don't feel like killing monsters, it's fun to follow townspeople around and see what they do. Each one has a daily schedule. If there's a Fellowship building in town, be sure to stop by at sundown and watch the meeting.
3. A quick way to finish the game: In Trinsic, stack crates near the smithy until you've made a stairway all the way to the roof. Behind the chimney is a hidden teleporter, which takes you to a place that has all the objects you need to win the game, as well as a vast supply of magic weapons and armor.
4. Stock up on plenty of food. If you don't, the game's characters start whining to the point of distraction.
5. For many years, Ultima gamers have tried to kill Lord British. Despite Origin's discouragement of this practice, resourceful gamers always seem to find the way. In Ultima VII, merely click on the overhanging plate that reads "Throne Room of Lord British" when his lordship walks under. For shame!

ABOUT THE GAME

In the Ultima series, you play the part of the Avatar, an Earth-born human who is periodically summoned to defend the land of Britannia. This series is by far the most story-oriented of computer RPGs. While there's a fair amount of combat, it doesn't dominate the game. Most of your time is spent exploring the detailed towns and wilderness regions, and talking to dozens of townspeople.

As Ultima VII opens, you have been summoned into the town of Trinsic, where a gruesome murder has just taken place. As you investigate the murder, you learn that it is somehow linked to a variety of strange and unpleasant happenings elsewhere on Britannia. Your quest is to determine the root cause of Britannia's problem and put an end to it.

WALKTHROUGH

TRINSIC

Get the key from the stables and unlock the chest in the murder victim's house on the west side of town. Talk to everyone in town, especially Spark and Gilberto, who have information about the murder. Go to the mayor and tell him what you've learned, and he'll let you leave town to investigate further.

PAWS

Nothing here is vital to finishing the game. If you talk to everyone in town repeatedly, you'll eventually get the solution to the missing venom puzzle.

BRITAIN

Get the Orb of Moons from Lord British, and talk to Batlin about joining the Fellowship. Batlin offers you a delivery job, which you should take.

COVE

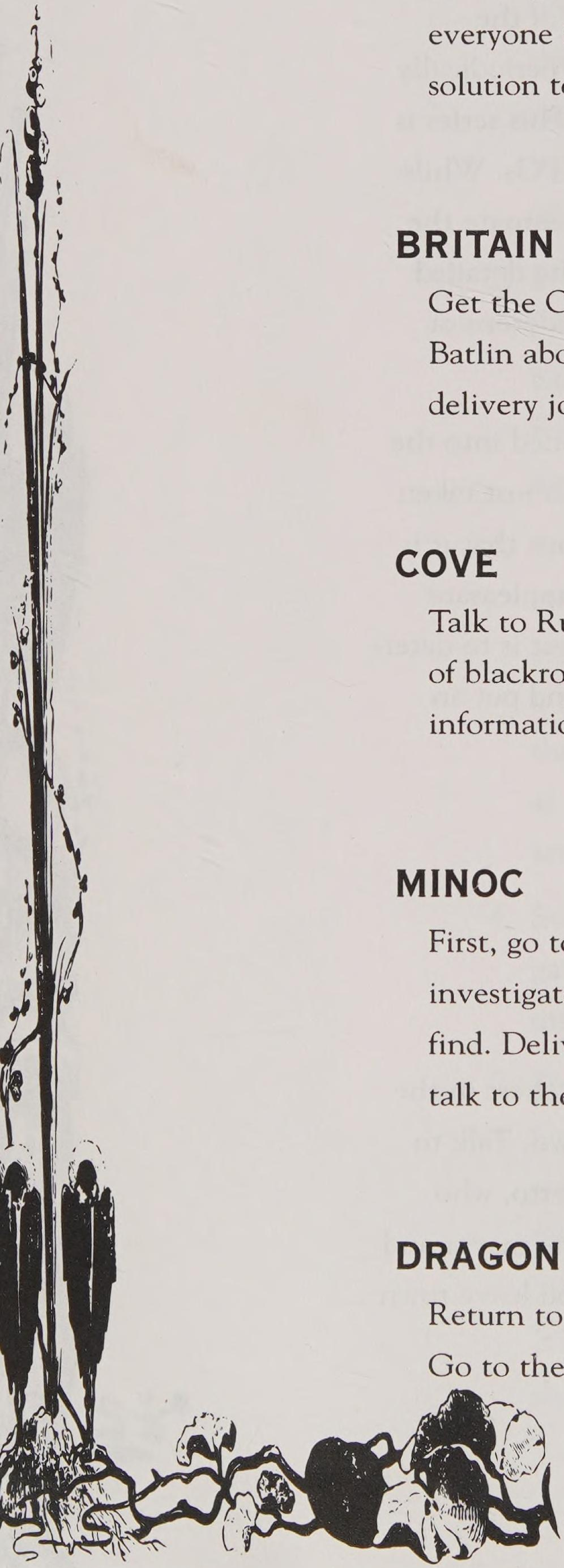
Talk to Rudyom, and get his wand and four pieces of blackrock. Read his notebook for some more information.

MINOC

First, go to the sawmill, talk to everyone outside, and investigate the murder scene. Pick up the dagger that you find. Deliver the package that Batlin gave to you and talk to the gypsy fortune teller.

DRAGON CAVE

Return to Britain, and Batlin gives you a second mission. Go to the cave he describes, which is filled with dragons.



Grab the chest near the dead body, and then go back to Batlin and tell him about the problem. He'll let you join the Fellowship.

JHELOM AND VESPER

Nothing in these towns is vital to finishing the game, but you can earn extra experience by helping the townspeople with their problems. Also, show DeSnel in Jhelom the murder weapon you found in Minoc, and you'll get some interesting information.

MOONGLOW

You need to open the sealed door on the house in the north of town. To do this, place the appropriate objects on the plaque near the door: a hammer, a gold ring, a lockpick, a spindle, and a gold coin. Go inside, cast Awaken on Penumbra, and place a piece of blackrock on each of the four pedestals.

YEW

Travel through the forest in the northwest. When you reach the river that flows through the center, follow the river far to the northeast, and you'll eventually come to the magic carpet. Go back to the main road and travel to

Empath Abbey. You'll learn that you can talk to the Emps by getting honey, which can be found in a cave to the south. Once you have the honey, go east until you find some large, white trees. Talk to Trellek, who offers to help you get in touch with the Emps. First, though, you'll have to talk to Saralek, and then Solomon, who gives you a treaty for Ben the forester to sign. (Ben lives just a little south of the Bee Cave.) Return the signed treaty to Soloman, and Trellek gives you a whistle.

In the south-central part of the forest is an abandoned fortress where you can find the wisps. Blow the whistle, and they'll direct you to New Magincia.

NEW MAGINCIA AND SKARA BRAE

Alagnar wants some information before he'll give you his notebook. Cast Seance in order to talk to the ferryman and enter Skara Brae. In Skara Brae, talk to Mordra, and get a Mandrake Essence, a curing potion, an invisibility potion, and an empty vial. Talk to Trent and get the music box. Play the music box near Rowena in the Dark Tower to get a ring. Take the ring to Trent for the finished cage. Energize the cage by using it on the Well of Souls, which is in the back of the Dark Tower. (You'll need to pass through an illusionary wall.) Go to the Alchemist's house and place the three potions and the vial on the apparatus, then turn on the burner. A potion should form in the empty vial. Wait until midnight, then go back to the Dark Tower, use the cage on the slab, and the potion on the cage.

Talk to Horance, then talk to everyone else in town to see if they'll volunteer to be sacrificed. When they don't, go back to Horance and he'll sacrifice himself. Now Caine gives you the information you seek.

Return to New Magincia, and Alagnar hands over the key to his storehouse. Work your way through the maze, and note that there are invisible force fields and illusionary walls to deal with. The notebook is in the back.

THE TIME LORD

Go back to the wisps and give them the notebook. Use the Orb of Moons, and talk to the Time Lord. You won't be able to help him until a little later, though. Go back to see Alagnar.

TERFIN, SPEKTRAN, AND DECEIT

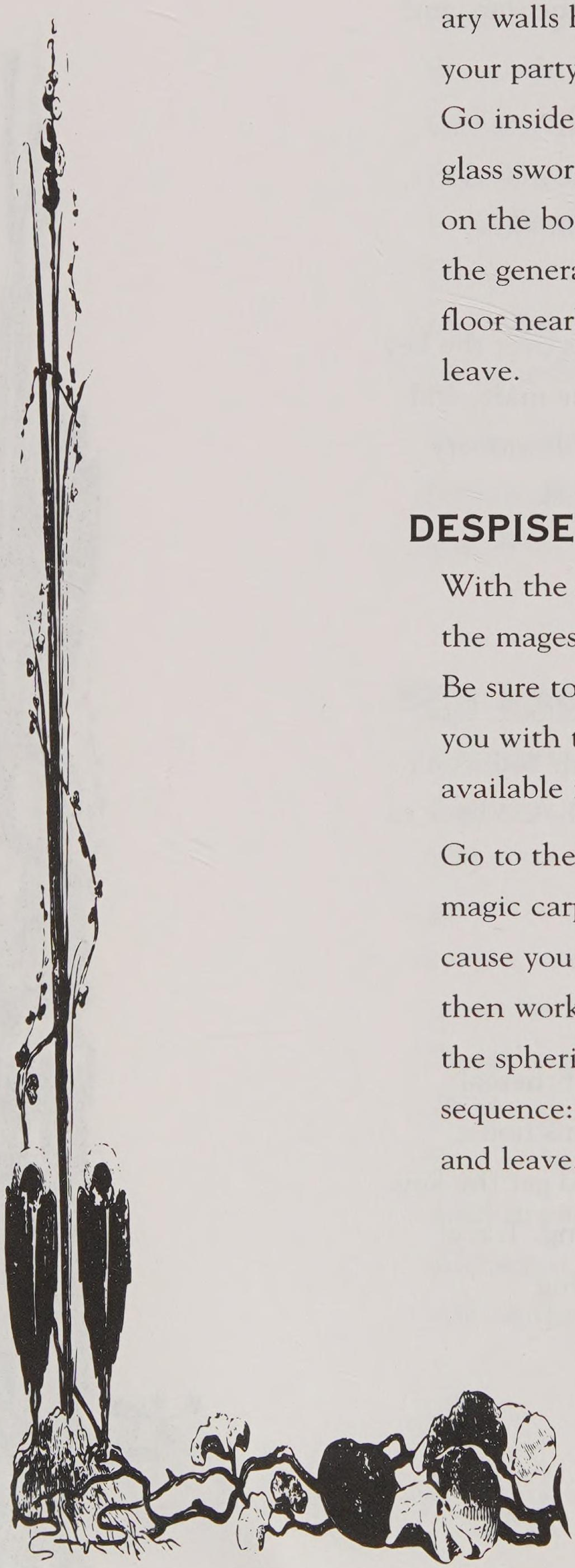
In Terfin, you'll learn that Spektran has the Ethereal Ring. Travel to his island; the front door of his house opens when you approach. Kill the harpy and get the key. You'll need to stack some crates to get the ring. Travel back to Penumbra in Moonglow to get the ring enchanted.

Go to the Dungeon of Deceit. There are lots of illusionary walls here. When you get to the generator, tell all your party members to wait, and then put on the ring. Go inside and kill the demon. (If you have trouble, use a glass sword; you can find one in the Dragon Cave.) Click on the box on the middle of the room. When you leave the generator there will be a dark tetrahedron on the floor nearby. (It's small and hard to see.) Pick it up and leave.

DESPISE

With the generator destroyed, go back and talk to all of the mages you've met, who are now a lot more coherent. Be sure to talk to Nicodemus, near Yew, who can help you with the Time Lord. The hourglass that he wants is available in the antique store in Paws.

Go to the Dungeon Despise, near where you found the magic carpet. There are lots of teleporters here; they can cause you to walk in circles. Go east to start with, and then work your way around to the southwest. Go inside the spherical generator, and enter the moongates in this sequence: red, blue, blue, red. Pick up the small sphere and leave.



MEDITATION RETREAT/AMBROSIA

Go to the fellowship meditation retreat, and enter the cave to the north. Try to approach the generator there, and use the hourglass to contact the Time Lord when you fail. He'll direct you to Ambrosia, in the northeast of Britannia (near the compass rose on the cloth map). This island is prone to anti-magic storms, and spells rarely work. Enter the cave and find and kill the three-headed hydra. The northern wall of the hydra's enclosure is a secret door that opens when you click on it. Pass through that door and get a piece of Caddellite. Take it to Zorn in Minoc for a helmet.

Return to the Meditation Retreat and you'll be able to enter the generator with the helmet equipped. Work your way through the maze; the floor is covered with pressure plates that make bridges appear and disappear. You'll have to walk through nearly the entire area to reach the center. Once you've destroyed the generator, get the cube and leave.

BUCCANEER'S DEN/ISLE OF THE AVATAR

If you have the blackrock cube, Sintag at the House of Games gives you the key to the caves. Find the key that opens the dungeon on the Isle of the Avatar.

Travel to this dungeon. In the first room, there is a switch hidden behind the northernmost curtain that opens the

passage into the dungeon proper. Explore carefully, making sure that you don't miss any keys or illusionary walls.

The Throne of Change is a teleporter that can take you to three different locations. In one of them, there's a Throne of Virtue hidden by an illusionary wall. If you sit on this throne, the Throne of Change takes you to a fourth location.

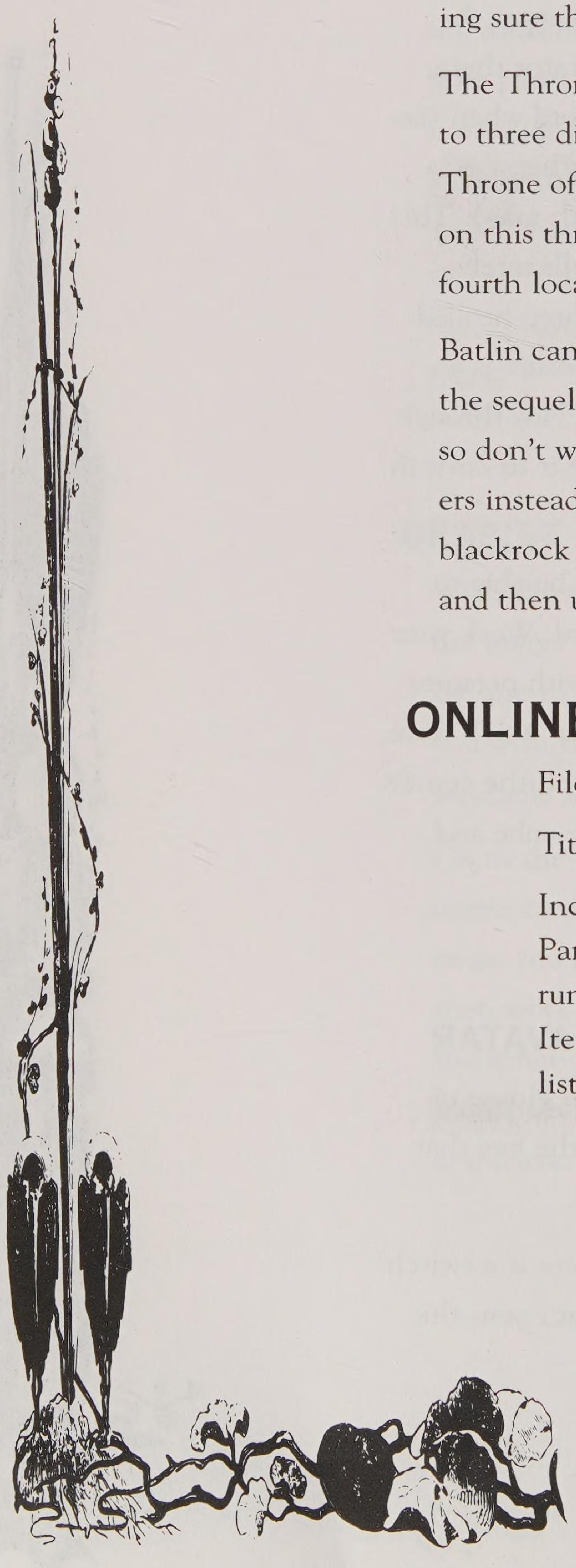
Batlin cannot be killed (because we need him alive for the sequel!). When he starts running away, he's defeated, so don't waste any more time on him; attack his followers instead. When they're all dead, use the three blackrock tokens on the pillars around the black gate, and then use Rudyom's Wand on the gate.

ONLINE SUPPORT

Filename: U71CHT.ZIP   Size: 34886

Title: Ultima VII Part 1 - Cheat Mode (IBM)

Includes a text file that discusses the Ultima VII Part 1 cheat system. Contains two batch files for running Ultima VII with, or without, the special Item/Eggs mode. Includes item, npc, and spell lists sorted both by number and name.



CHEATS

1. Start game with Ultima ABCD<alt-255> pressing alt-255 where it is indicated rather than typing it. Use function keys inside the game for various cheat options.
2. To see the end-game animation, type ENDGAME ereiamjh.

ULTIMA VII: SERPENT ISLE

VITAL INFORMATION

Publisher	Origin
CD-ROM	Yes
Completion Time	70 hours
Perspective/View	Overhead
Movement	Smooth
Combat	Real-time
Automapping	No
Diary	No
Party Size (Maximum)	1–6
Save/Restore Game	Anywhere except combat

OVERALL DIFFICULTY **AVERAGE**

POWER TIPS

1. Stock up on plenty of food. If you don't, the game's characters start whining to the point of distraction.
2. Visit these residents of Montor to increase the attributes of strength, combat, and dexterity: Brendann, Caladin, Luther, and Shazzana.
3. Stairs in the Sleeping Bull Tavern lead to several key items and an invisible chest.
4. Before the duel with the Dungeon Master, be sure to rejoin Dupré and Shamino.

ABOUT THE GAME

Ultima VII: Serpent Isle is the sequel to Ultima VII: The Black Gate. It uses the same game engine, but is set in a different world. As the game opens, you are in pursuit of Batlin, the villain from The Black Gate.

You have tracked him to the Serpent Isle, a land inhabited by the descendants of former citizens of Britannia; their ancestors fled here to escape Lord British's rule. Your goal is to track down Batlin and put an end to whatever fiendish plot he's concocting.

WALKTHROUGH

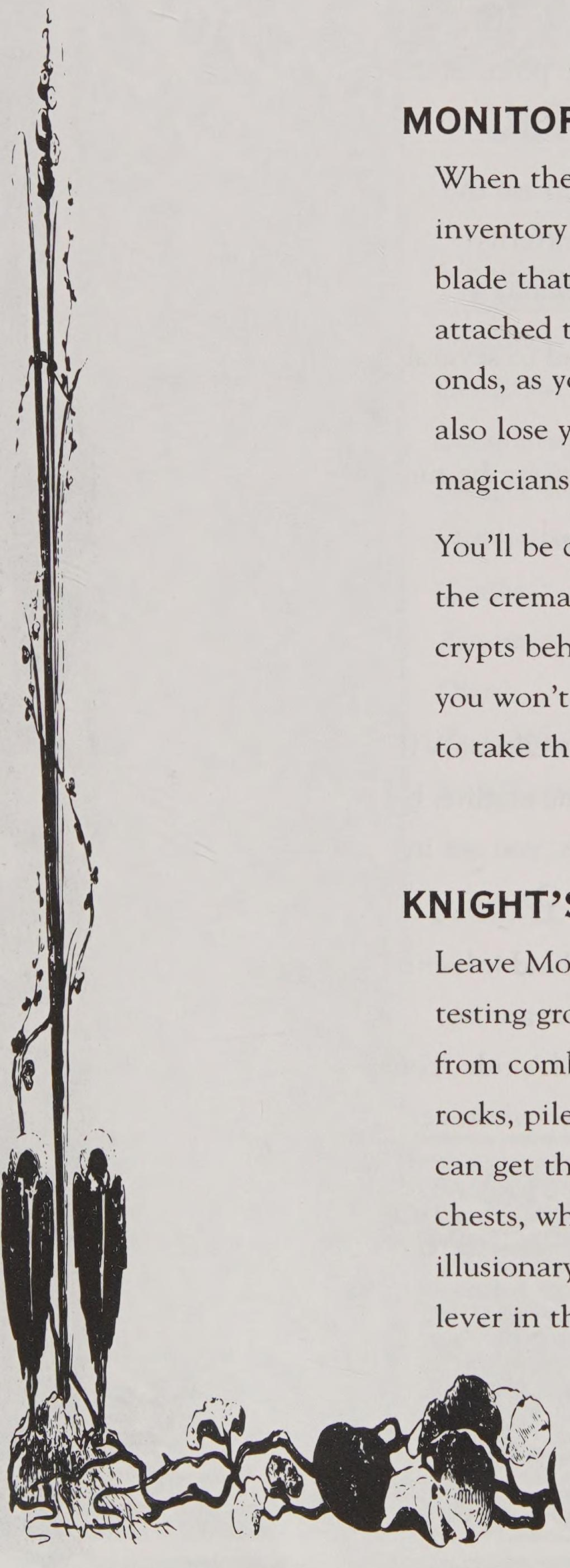
MONITOR

When the game starts, talk to the Black Sword in your inventory by double-clicking on it. This is an intelligent blade that you acquired in an earlier quest. Don't get too attached to it, though, because you'll lose it in a few seconds, as you make your way south along the beach. You'll also lose your companions and witness a battle between magicians. Finally, you'll reach the gates of Monitor.

You'll be directed to talk to Marsten the Mayor. Go to the crematorium in the northeast, and then find the crypts behind a curtain there. Talk to everyone in town; you won't get far until you've become a knight, so agree to take the Knight's Test.

KNIGHT'S TEST

Leave Monitor through the north gate and travel to the testing grounds. You won't have much equipment, so run from combat whenever you can. In the room with the rocks, pile them up to make a crude staircase so that you can get the key to reach the next section. Ignore the four chests, which are empty and trapped. Walk through the illusionary wall behind them to find another key. Use a lever in the floor to open a secret door.



You'll soon find the Claw and a scroll of instructions. In another area, you'll be attacked by a pikeman. Near the site of your battle, look for two torches close together. There is a secret door between them; double-click to open it.

At the altar, use the claw on yourself, and then on the ashes. Kill the wolf that appears, and take everything it carries, as well as the body itself. It holds a key that gets you out of the dungeon. Drink from the fountain to heal yourself.

Shmed attacks you as you leave. You may want to run past him and get your companions to help in the battle.

Before returning to Monitor, you might want to travel north to Fawn. On the way, you'll be attacked by the goblins who hold one of the guard towers; if you kill them, they'll be replaced by human guards, and the road will become safer to travel on.

MONITOR

Give the meat to Lucilla at the inn, the wolf corpse to Cellia, and get a Tattoo from Lydia. When you get sick, see Harnna, who tells you to see Delphynia in Fawn.

Travel to Fawn. Talk to Ruggs when you reach the bridge, and he'll give you a letter to deliver. Find Delphynia (who is usually in the northeast part of town), and get the healing leaves and the letter for Ruggs. When you give Ruggs

the letter, he'll tell you how to get a map of the island. You'll need a map and a sextant to work out the coordinates given later in this walkthrough.

Back in Monitor, get Harnna to heal you, and then confront Lydia and kill her. Get the cloak from Cellia and proceed to the banquet hall. After the banquet, Marsten allows you to release Iolo from prison.

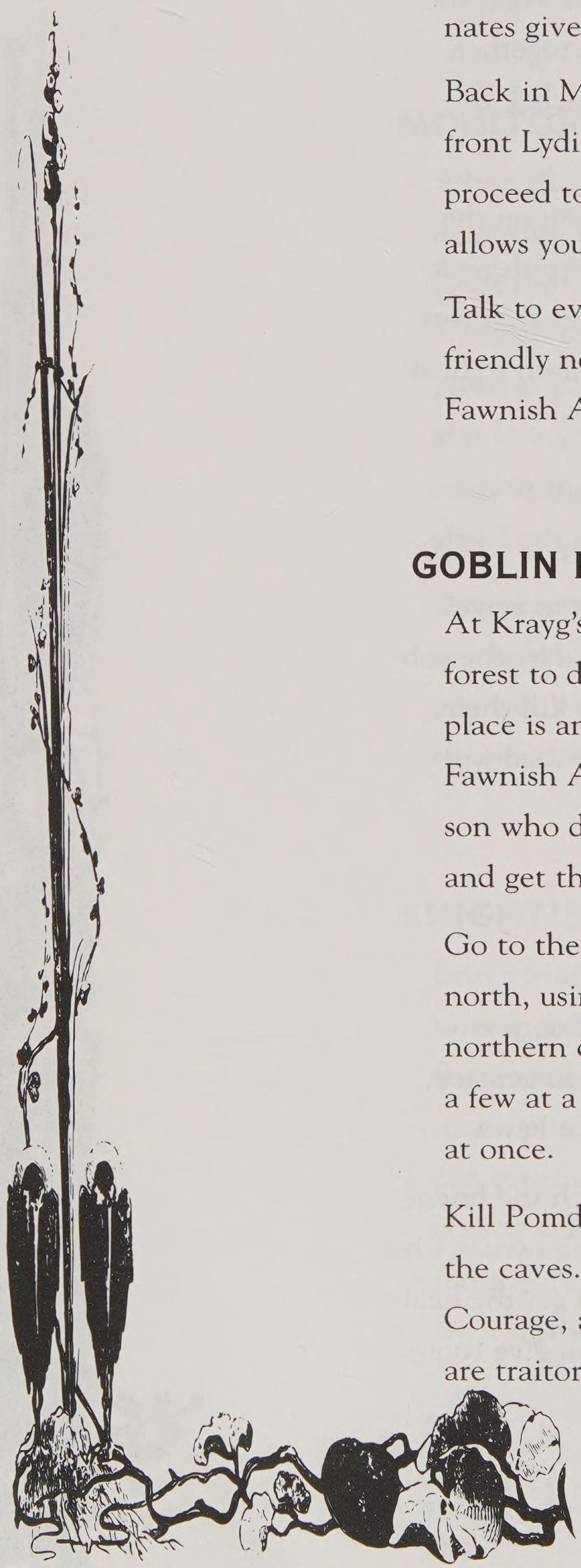
Talk to everyone in town; they're considerably more friendly now that you're a knight. Be sure to get some Fawnish Ale from Simon.

GOBLIN FOREST

At Krayg's request, you'll need to explore the northern forest to discover the identity of the traitor. The meeting place is an obelisk at (82S, 18W). Pick up the bottle of Fawnish Ale that you find there. Simon is the only person who drinks this, so confront him with it, kill him, and get the keys from his corpse.

Go to the Goblin Caves (69S, 33W), and work your way north, using Simon's keys to open the doors. Explore the northern clearing carefully, and try to lure the goblins off a few at a time so that you don't have to fight all of them at once.

Kill Pomdrigun and get the key, which unlocks a door in the caves. Behind this door, you'll find the Helm of Courage, and a letter proving that Marsten and Spektor are traitors.



FAWN

If you've got the Helm of Courage, then a magical storm breaks out as soon as you enter the city, and Iolo starts singing. This helps you get an invitation to the palace from Jorvin.

Talk to Alyssand and agree to join the Cause, and then go to your audience in the palace. Dupre gets thrown in jail. Attend the trial. At the end of the first day of testimony, Alyssand gives you a key. Use it to go under the Hall of Justice, and flip the third and fifth levers to reprogram the Oracle and get it to say that the trial is corrupt. Go back the next day and watch the conclusion of the trial. Yolinda gives you the Rose of Love.

SLEEPING BULL

Your goal here is to obtain passage to Moonshade. Captain Hawk is being held in the nearby guard tower. Try to buy his way out; the guards always ask for more money than you have. Talk to Selina in the tavern, and she'll suggest that you explore the mint.

Follow the directions that she gives you. (The first building you pass is a gunpowder factory; you want to keep going until you reach the second building.) Get as much money as you can, and return to the guard tower.

The guards free Hawk in exchange for all the gold bars you have. (So you might want to drop all of the bars but one before talking to them.) He'll agree to sail you to Moonshade.

MOONSHADE

None of the wizards talk to you unless you're a mage. You have magical abilities, but your spellbook has been lost. Fedabiblio can make a new book for you, but he requires fresh mandrake root, and you have no way of leaving the island to get some. So, you need to find Erstam, who is rumored to hold the secrets of long-distance teleportation.

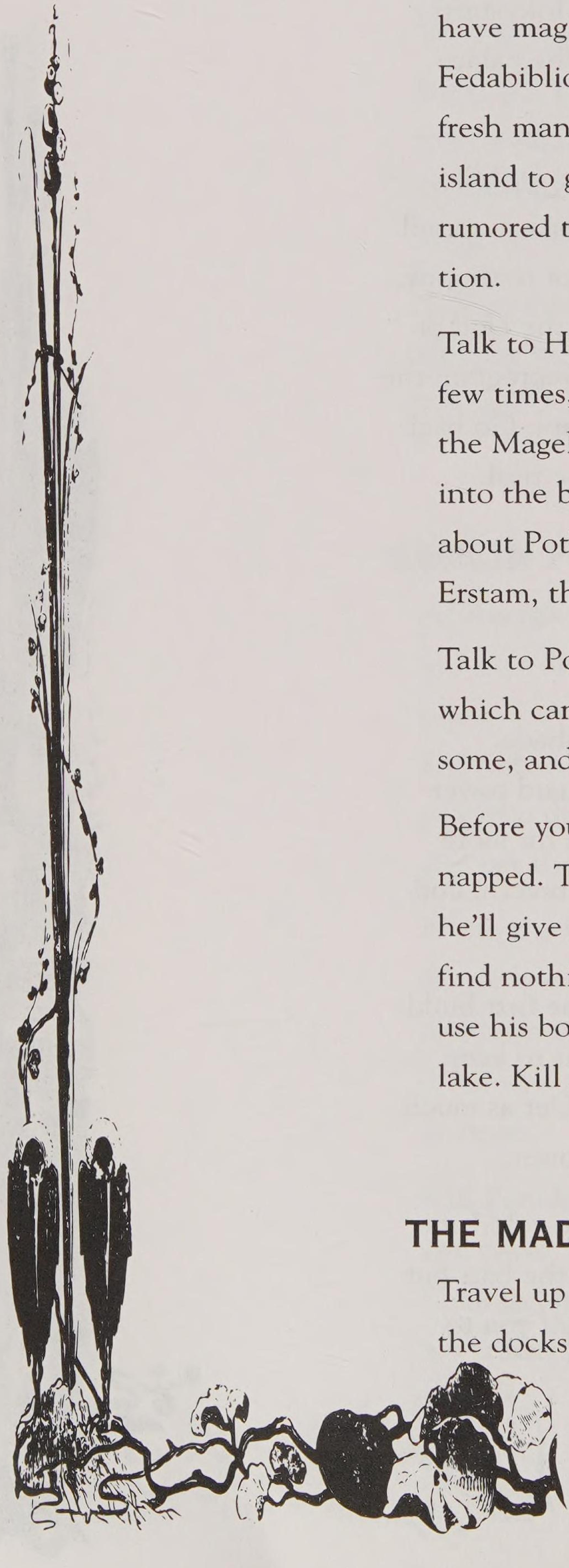
Talk to Hawk to get his treasure map. Talk to Flindo a few times, until he agrees to get you an audience with the Magelord. A few minutes later, you'll be teleported into the banquet hall. After the banquet, ask Bucia about Pothos. She'll tell you that he's connected with Erstam, the mad mage.

Talk to Pothos, and he'll ask you to get him Blood Moss, which can be found in the center of the swamps. Get some, and he'll tell you how to reach Erstam.

Before you can do anything, though, Shamino is kidnapped. Tell Filbercio that you suspect Rotoluncia, and he'll give you permission to search her house. When you find nothing, come back to Filbercio, and he'll let you use his boat to explore the island at the center of the lake. Kill Rotoluncia and free Shamino.

THE MAD MAGE

Travel up the east coast and then around until you reach the docks. Ring the bell, and a giant turtle takes you to



see Erstam. He'll offer to teach you teleportation in exchange for a Phoenix Egg.

Once in the Phoenix caves, find a lever near a pool of lava. Flip the lever and you'll get the egg, and Erstam teleports you back. Put the egg in his machine, along with a complete set of body parts (all of which can be found in the lab).

Erstam gives you a key to his storeroom and a tooth. Find the serpent jawbone, and then return to Erstam for two more teeth. To use the jawbone, put all of the teeth into it, and then double-click on any Serpent Gate. You can leave the island by using the Serpent Gate in Erstam's storeroom.

To reach Monk Isle, take the east passage from the Serpent Gate nexus, and then take the first door to the north.

MONK ISLE

Talk to the Nameless Monk periodically until he tells you that the tides are right. Travel north to the swamp and walk around the edge looking for mandrake root. Use the Serpent Gate to return to Moonshade.

MOONSHADE

Get the spellbook from Fedabiblio, and talk to Mosh and Columna until Mosh tells you about the Comb of Beauty.

To get the comb, open the secret door in the north wall of Columna's house. Walk around outside, and find the chest half-hidden behind the plants in the garden south of the house. The key to this chest is in Columna's cellar.

All the mages are willing to talk to you now, so buy all the spells you can afford, and stock up on reagents.

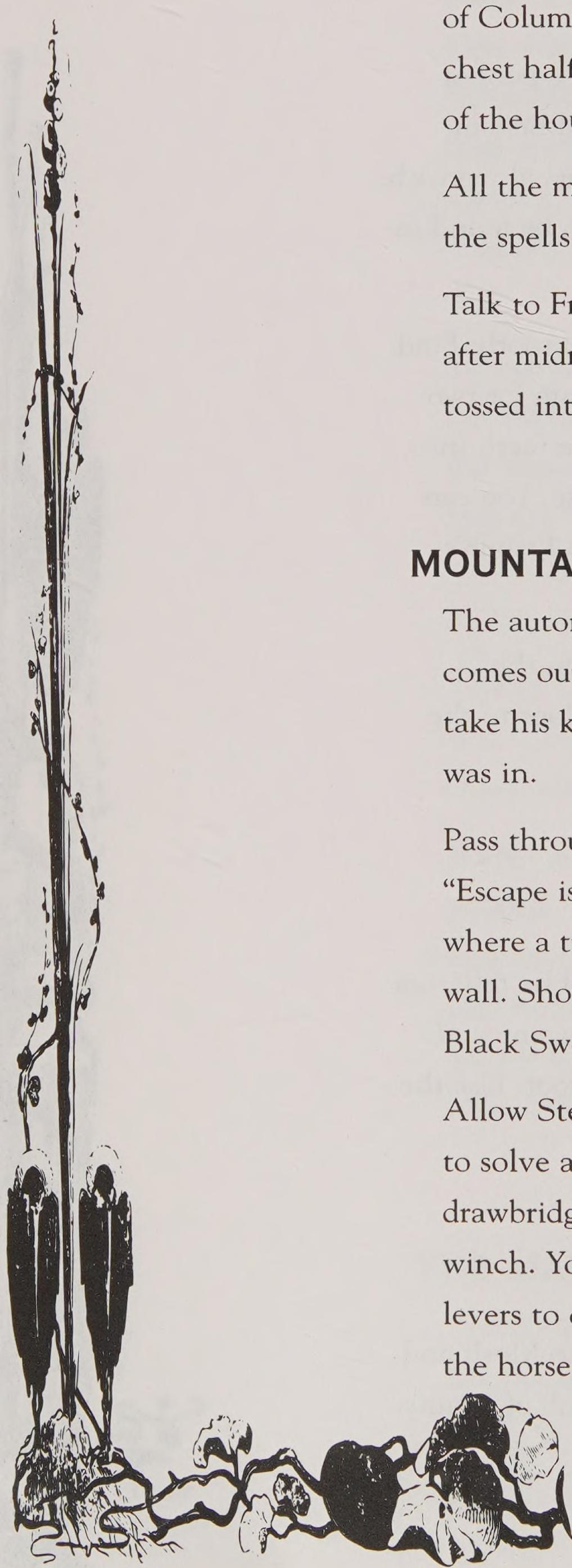
Talk to Frigidazzi, and take her up on her offer to meet after midnight. Unfortunately, this gets you arrested and tossed into the Mountains of Freedom.

MOUNTAINS OF FREEDOM

The automaton in the room to the south periodically comes out and looks around. When he does, kill him, take his key, and get some supplies from the room he was in.

Pass through the illusionary wall marked with the "Escape is futile" sign, and then work your way south, where a trail of blood disappears into another illusionary wall. Shortly afterwards, you'll be able to recover the Black Sword.

Allow Stephano to join you. With his help you'll be able to solve a puzzle involving levers. Further on, there is a drawbridge; to lower it, use a Telekinesis spell on the winch. You'll reach a room with several cells in it. Flip levers to open doors. Lead the woman to the room with the horse and get the carrots and the key. Give the



carrots to the rabbit to get the flowers, and give the flowers to the man so that he'll fix the broken lever. Approach the tree and you'll be teleported into a clearing; flip the lever there and come back. Finally, flip the southwest lever to open the doors to the south.

The endless north-south corridor has an illusionary wall to the east. In the room with the bell, stack up the crates to make a stairway so that you can stand next to the bell, and ring it.

In the last room, only the demon in the Black Sword can defeat your enemy, so release him if you haven't done so already. You can now return to Moonshade.

MOONSHADE AND FURNACE

Gather up your companions and go to see Gustacio. Help him with his experiments, and you'll eventually be given the Mirror of Truth. Talk to Hawk about passage back to the mainland. After he refuses, go to see Julia. If you have the Ice Chill spell, then she'll give you the key to the dungeon of Furnace.

Travel through Furnace until you meet the gargoyle, and agree to take the Test of Purity. Passing it gives you the Serpent Ring. Elsewhere, a troll holds a key that gives you access to the Serpent Staff. Continue through Furnace until you reach the far side, near the city of Monitor. Head north to Gorlab.

SWAMP OF GORLAB

When you enter the swamp, you'll fall asleep. Talk to Siranush in the far north of the dreamworld, and then travel to Rabindrinath's keep in the south. If you have the Helm of Courage, the Rose of Love, and the Mirror of Truth, you'll have no trouble defeating him. Get the dream crystal from the locked room, and return it to Siranush. When you awaken, you'll be able to pass safely through the swamp.

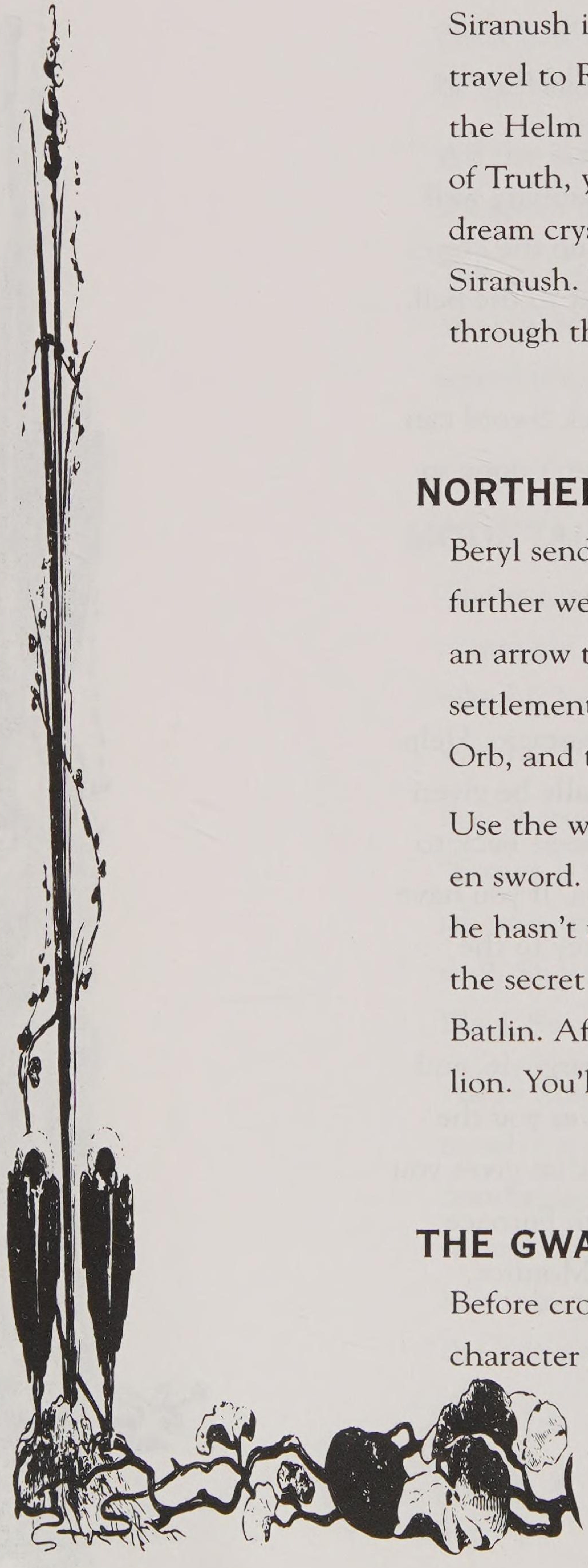
NORTHERN FOREST

Beryl sends you west to the Forest Master, who sends you further west for the King's Savior plant. Use the plant on an arrow to create a Sleeping Arrow, then go back to the settlement and shoot Draygan with the arrow. Get the Orb, and trade it with the Forest Master for a whistle.

Use the whistle and tell the dog to track Cantra's wooden sword. You'll be directed to Shamino's Castle (which he hasn't used since Ultima I!). Shamino helps you find the secret entrance; fight off the guards and confront Batlin. After he leaves, get the dog to track his medallion. You'll be sent further north.

THE GWANIS

Before crossing the mountains, make sure that every character is wearing a fur cloak, boots, and cap. If you



don't have enough equipment, you can buy it in Monitor. Enter the cave at (28S, 3E), and pass through to the other side of the mountains.

Talk to the gwani Beaiyanda, who sends you north for a bucket of ice dragon blood. Travel due north and take the ice raft to the dragon island. Kill a dragon and use an empty bucket on the pool of blood.

Return to the Gwani's with the blood, and you'll get the password to cross the mountains to your east. (If she doesn't offer you the password, make sure that you asked the hound to track Batlin's amulet.)

THE NORTHEASTERN WASTES

Find the entrance to the City of Chaos and place the runes on the pedestals. The password is ISCGI. Inside, you'll find the Flux Analyzer, which you should use on the Black Sword. Get the Philanderer's Friend as well. The Gwani Horn is here, but you'll need a special spell to get through the force field protecting it. Open the coffin and kill the vampire to get a key. Pass through the city and emerge on the other side of the mountains.

Nearby is the Temple of Emotion; look into the Moon's Eye to see what Batlin is up to.

Travel to (39N, 96E). There's no way to find the password for the automaton; use the Telekinesis spell to flip the switch and open the door he guards. Search the city, and

get a dagger, a scroll, and an abacus. Place them on the proper pedestals in front of the Temple to enter it. Tell the automaton that you're the Heirophant, here to get the Serpent Sceptre, and use it to teleport to the library and back.

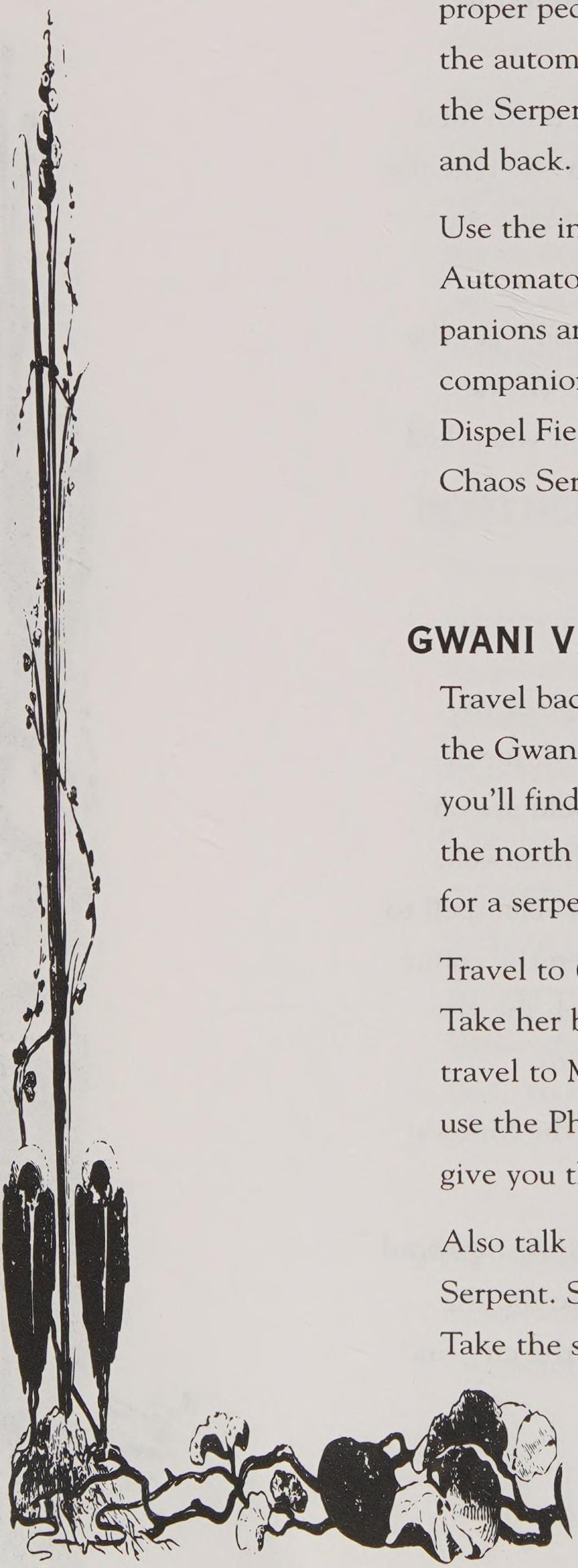
Use the information from the library to pass by another Automaton; this takes you to Batlin. Kill Batlin's companions and watch him botch his ritual; your companions are possessed and abandon you. Pick up the Dispel Field scroll from Selena's body, and the Blackrock Chaos Serpent from Batlin's body.

GWANI VILLAGE

Travel back west, using the Dispel Field scroll to obtain the Gwani Horn. When you arrive at the Gwani village, you'll find that there's been an attack. Go to the cabin in the north and get the Gwani Amulet; you can trade this for a serpent tooth.

Travel to (95N, 45W) on the ice raft to free Gwenno. Take her body to Monk Isle. Talk to Karnax, and then travel to Moonshade. Get Petra to join your party, and use the Philanderer's Friend to restore Fedabiblio. He'll give you the Scroll of the Serpent.

Also talk to Stephano to get the Blackrock Order Serpent. Search all the mages' houses for serpent teeth. Take the scroll back to Karnax for further instructions.



NORTHEASTERN WASTES

You'll need two buckets of water from the Temple of Discipline, and one bucket from the Temples of Ethicality, Logic, Emotion, Enthusiasm, and Tolerance.

The Temple of Discipline is at (44N, 86E). Talk to the automaton and read the Body Transference book. Find the invisible chest in the Southwest and get a key from it. Put the obsidian Y in the left-hand slot to create a bridge. Get Petra to do a mind transference to switch bodies with her, then walk through the acid and get two buckets of water.

The Temple of Ethicality is at (33N, 133E). Click on the mat in the east room to take the test. After passing it, you can use the bucket on the basin.

The Temple of Logic is at (23N, 64E). The solution to the teleporter puzzle is Red, Yellow, Blue, Red, White. The solution to the rune puzzle is BCOW. The solution to the automaton puzzle is 4. In the room with the stones, place the leftmost stone on top of the center one. Use the bucket on the basin.

The Temple of Emotion is at (22N, 50E). Talk to the section of wall with a face in it. Break the column in the middle of the room to get the lodestone of love. Place the four lodestones on the four pillars, and get a bucketful of water.

The Temple of Enthusiasm is at (80N, 140E). Get a bucketful of water from the well.

The Temple of Tolerance is at (61N, 63E). Free Mortegro and buy spells from him. A magic storm switched the location of Mortegro and the Altar of Tolerance, so the altar is now in Gustacio's basement in Moonshade. Get a bucket of ordinary water and place it on the altar.

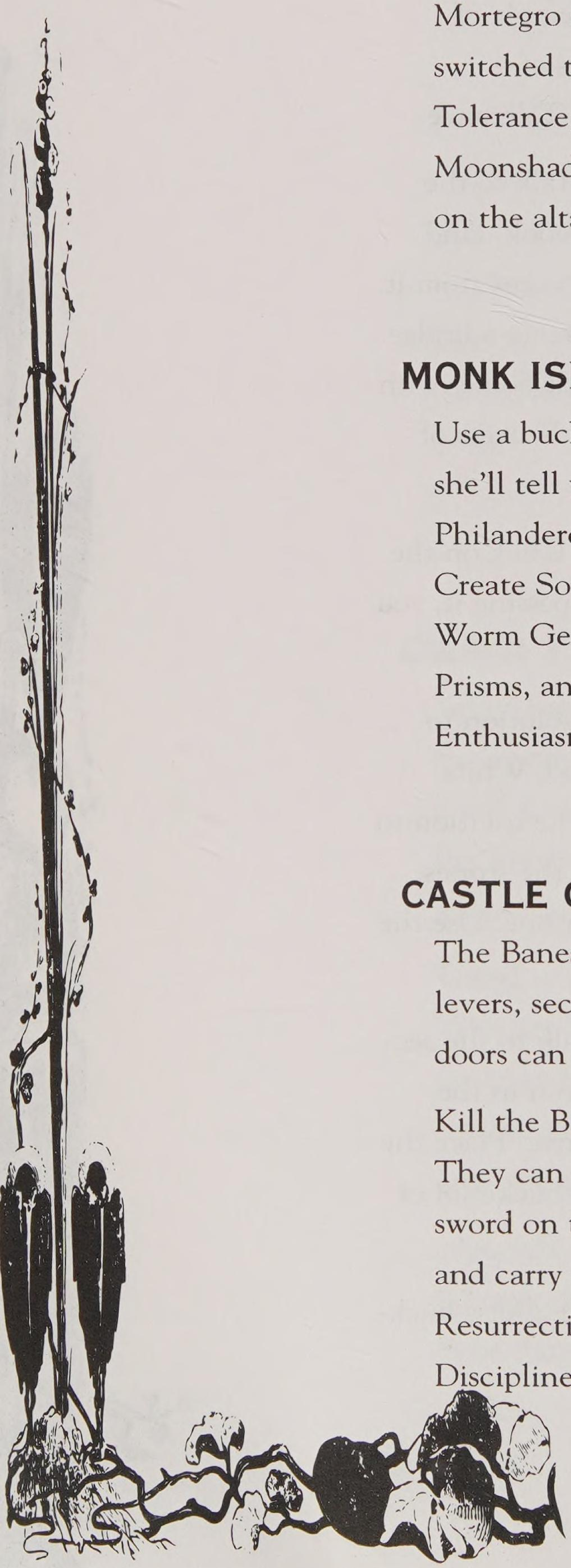
MONK ISLE

Use a bucket of water of Discipline on Gwenno, and she'll tell you what needs to be done. Trade the Philanderer's Friend to Torrissio in exchange for the Create Soul Prism spell, and get Ducio to make some Worm Gems. Use the spell to turn them into Soul Prisms, and the waters of Emotion, Tolerance, and Enthusiasm to activate them.

CASTLE OF WHITE DRAGON

The Banes are here. Search each room carefully for keys, levers, secret doors, and illusionary walls. Many of the doors can be blown up with powder kegs.

Kill the Banes (try using sleeping potions on them). They can only be killed by the Black Sword. Use the sword on the Soul Prisms to release the Banes into them, and carry your dead companions back to Monk Isle for Resurrection. Use the waters of Logic, Ethicality, and Discipline on them to restore them completely.



Talk to Xenka, who gives you the Serpent Tooth for the Isle of Crypts.

NORTHERN WASTES

Silverpate's treasure is hidden in a cave at (50N, 40E) with an invisible entrance. Find the Blackrock Balance Serpent.

Travel to the Isle of Crypts. The "To Continue in Balance" plaque indicates a teleporter which only works if you have the Balance Serpent. Kill the mummy, then get the scroll and place it on the empty pedestal. Use the Dispel Field spell to get the Chaos Serpent Eye, then find a secret door that leads you to the Great Heirophant's Crypt.

Cast Summon Shade to speak to the Heirophant. He'll send you to the Temple of Tolerance. Talk to Sethys, who directs you to the Chaos Heirophant. Cast Summon Shade in the Northeast Corner of the Temple of Enthusiasm to get the information you need.

FINAL PREPARATIONS

Talk to Xenka about Sacrifice, then go to the crematorium in Monitor. Flip the switch, and get Dupre's ashes.

Go into the Swamp of Gorlab to find Yolinda. Take the Comb of Beauty for a key that gets you the Serpent

Armor. Go to (98S, 28W), and follow Hawk's map to find the Serpent Crown.

Travel back to the City of Chaos (Skullcrusher), and use a powder keg to blow open the doors in the north. Work your way through the maze to the Shrine of Chaos, then open the secret door to find the Wall of Lights. Place the prisms and the ashes on the appropriate pedestals. Xenka gives you the Ophidian Sword.

SUNRISE ISLE

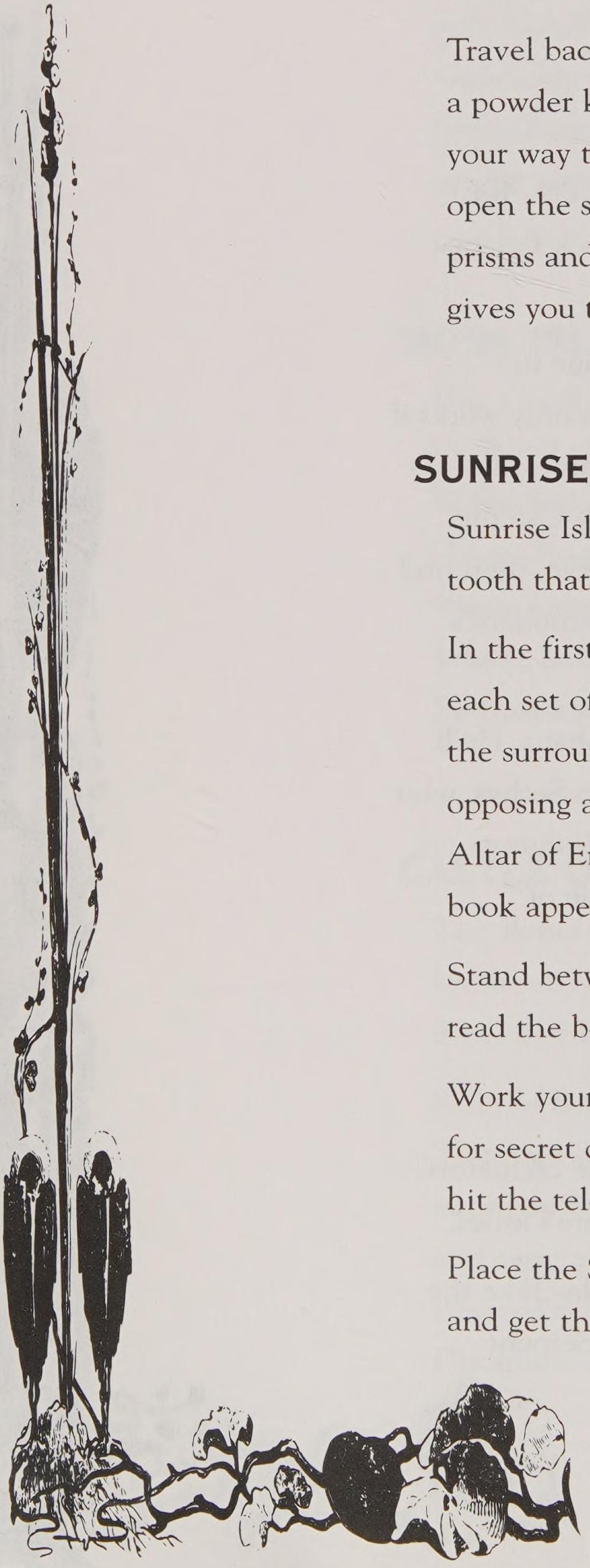
Sunrise Isle can only be reached by a Serpent Gate; the tooth that the Gwani's gave you opens the way.

In the first room, put one red and one blue serpent on each set of scales, and collect the six symbols. Explore the surrounding area, and place each symbol on the opposing altar (i.e., the Abacus of Logic goes on the Altar of Emotion). When the last symbol is placed, a book appears.

Stand between the pillars north of the first room, and read the book to create the bridge of flame.

Work your way though the maze, remembering to check for secret doors and illusionary walls. You'll eventually hit the teleporter to the Void.

Place the Serpent Staff, Crown, and Armor on the Altar, and get the Order Serpent Eye. Enter the final chamber,



then place the blackrock serpents in the slots and the Eyes on the altar.

ONLINE SUPPORT

1. Filename: SERPEN.GIF   Size: 22753

   Title: Ultima VII Part II "Serpents" (GIF)

   Here is a sketch I did out of the blue depicting the battle between the Chaos and Order Serpents in Ultima VII, The Serpent Isle. All Ultima fans are welcome to it. This was done using Windows Paint and a mouse in 256 colors in 600 by 800 resolution. It was later converted to gif format. I'll be interested in any comments about it.

2. Filename: U7P2CM.ZIP   Size: 5830

   Title: Ultima VII Part 2 - Serpent Isle Cheat File (ZIP)

   This file contains a description and instructions for the use of the built-in cheat menu for Origin Systems, Ultima VII, Part II. Instructions cover character editing, teleportation, and object creation. Included is a list of objects you can create by item number and frame number with a description—everything you need for tinkering around with the Serpent Isle game world. This is not an official or documented aspect of Serpent Isle and is not supported by Origin Systems. Unpack with PKUNZIP version 2.04 or later.

CHEATS

To activate the cheat mode, start the game up by typing *serpent pass*, then press [Enter]. This enables the following keys during the game:

[F1]	Cheat Help
[F2]	Cheat menu
[F3]	Teleport map
[F4]	Single step modus
[F5]	Cast spell (by number)
[F6]	Swordfighting cheat
[F7]	Traces
[F8]	Read all books and signs
[F9]	Target report
[F10]	Path find test (You know!)
[Alt]+[1]	Sound-Fx
[Alt]+[2]	Show animation counter
[Alt]+[3]	Show animations
[Alt]+[4]	Drop Items
[Alt]+[5]	Hear sounds (some versions)
[Alt]+[6]	Select background music
[Alt]+[8]	Frame limiting toggle

In the cheat menu, there are several options regarding Non-Player Characters (NPC's):

[B] Locate NPC

[D] Freeze all NPCs except the one selected

[N] Show NPC numbers

[T] Teleport

[P] Make Avatar immortal

[S] Set time (use military notation i.e. 24hr clock)

[F] Use standard party: Avatar, Dupre, Shamino, Iolo, and Andrio

[L] Show location (hex coordinates) of Avatar

[I] Inspect NPs

[M] Modify NPC

[N] Change NPC status in sub-menu (Y sets attribute, N clears it)

[E] Toggle "poisoned" status

[I] Force NPC to join the party

[J] Toggle "invisibility" status

[K] Allow NPC to fly

[M] Allow NPC to swim

[N] Allow NPC to pass through walls and doors

[Y] Set NPC temperature

[~] Set NPC training points

[E] Set NPC experience (level)

[S] Show and edit attributes (Int,Dex,Str,MP,Foodlevel,..)

[C] Create item on the floor before Avatar

The item number can be found in the list below. "Frame?" should be 0, and "Quality?" is whatever you want.

231	Sword Magebane
383	Magic Helmet
490	Dupre's Shield
535	Dragonslayer Sword
547	Magic Sword
552	Magic Axe
553	Firedoom staff
554	Burst Arrow
557	Juggernaut Hammer
564	Poison Dagger
567	Sword of Defense
568	Sleep Arrow
569	Leather Armour
570	Scale Armour
571	Chain Armour
573	Plate Armour
574	Leather Leggings
575	Chain Leggings
576	Plate Leggings
578	Spiked Shield
580	Gauntlets
583	Bedroll
595	Torch
598	Crossbow

599	Sword
602	Two-handed Sword
603	Halberd
604	Glass Sword
627	Lockpick
629	Lightning Wand
630	Fire Wand
644	Gold Coin
645	Gold Nugget
648	Sleeping Powder
663	Magic Shield
666	Magic Armor
715	Magic Scroll
723	Bolt for Crossbow
760	Gem
835	Magic Gauntlets

ULTIMA VIII: PAGAN

VITAL INFORMATION

Publisher	Origin
CD-ROM	Yes
Completion Time	50 hours
Perspective/View	Overhead
Movement	3D Scrolling
Combat	Real-time
Automapping	Manual
Diary	No
Party Size (Maximum)	1
Save/Restore Game	Simple

OVERALL DIFFICULTY **MEDIUM**

POWER TIPS

1. In general, it's easier to run away from combat than to fight. The various invisibility spells make this easier.
2. When exploring caverns, stay as close to the walls as you can. Otherwise, you might not see small passageways. (If the passageway is at the very edge of the screen, it sometimes looks like an alcove.)
3. To increase your strength, just go into combat mode and swing repeatedly. To increase your dexterity, jump a lot. To increase your intelligence, read books. You might have to spend a few minutes doing these actions repeatedly before you see any improvement.
4. Be sure to save the game before navigating the water pillars early in the game, or you'll be backtracking forever.

ABOUT THE GAME

Ultima VIII picks up where Serpent Isle left off: Frustrated at having been thwarted so many times, the evil Guardian has transported the Avatar to the world of Pagan, a land completely under his power. Your goal is to somehow escape from Pagan so that you can return to Britannia and continue the fight.

This game uses a different engine from previous Ultimas, and has a few arcade-style sequences that many people find irritating. Origin listened to the complaints and released a patch file that makes those parts of the game much easier. This patch also fixes some major bugs, and is should be considered a must-have. It is available from Origin Support, and can be downloaded from most major online services.

This is the first Ultima since Ultima II, over 10 years ago, where the gamer controls only a single character.

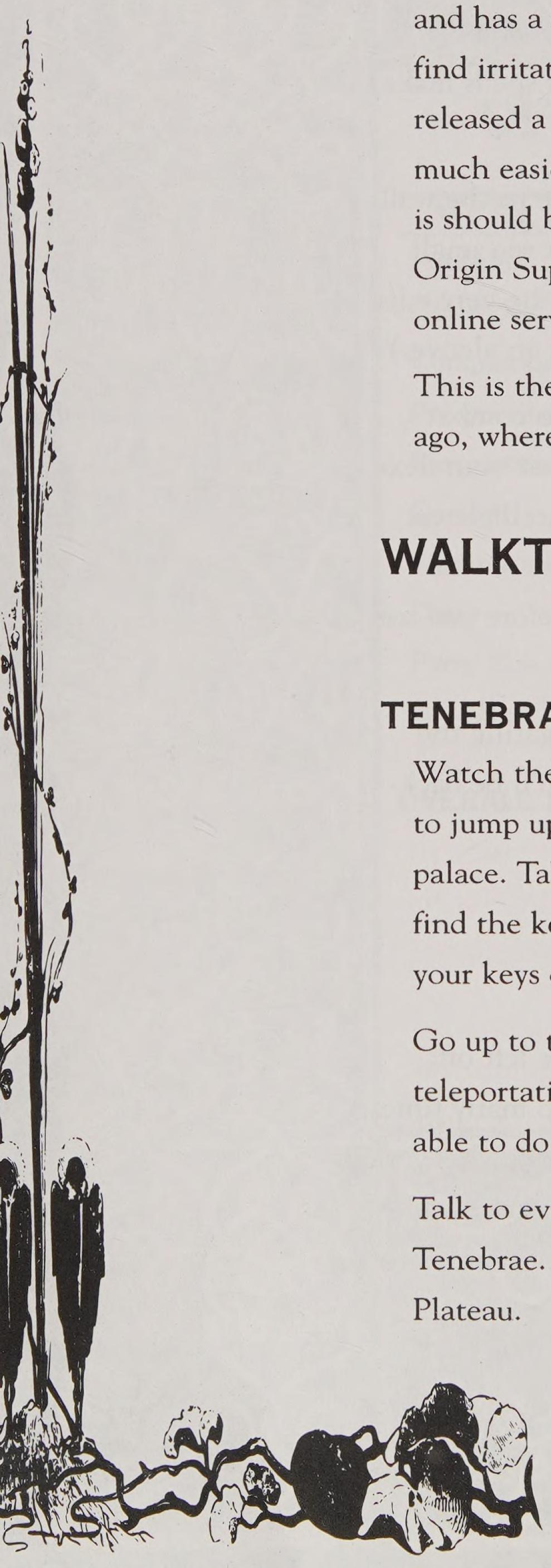
WALKTHROUGH

TENEBRAE

Watch the execution and then go to Tenebrae. Be sure to jump up to the guardpost on the north side of the palace. Take the stairs down to the first floor and you'll find the keyring, which makes it much easier to keep your keys organized.

Go up to the roof of the palace so that you can see the teleportation tile in the center of the roof. You won't be able to do anything with it now.

Talk to everyone in town, especially Bentic in East Tenebrae. He'll direct you to see Mythran on the Plateau.



PLATEAU

Go due north from the Palace and follow the trail to the cave. Jump from stone to stone across the lake. Cross a rope bridge to a room with seven levers. Move all the left levers down and the right levers up. Go back across the bridge and flip the lever there to open the gate to the Plateau.

Go to Mythran's house in the plateau center. Get the teleportation device from him, which you can use to travel to any teleport tile that you've seen. Mythran directs you to the Necromancers.

NECROMANCERS

Go to East Tenebrae, then leave the region by the east gate and travel north to the cemetery. Keep going north to the building. Talk to Vividos, and offer to help him get his dagger back. Aramina, Mordea's maid, can help you get the dagger. Talk to her in her house in East Tenebrae at Bloodwatch. (If she's not there, leave the area and then immediately come back.) She gives you a key.

Go back to the palace and make sure that Mordae isn't in her throne room. Find the key hidden under the cushion to get into the bedroom, then use Aramina's key to get the dagger. Take it back to Vividos and help him with his ritual.

Vividos asks you to get two items. The Executioner's Hood can be found in the center of a pit in the wilderness east of Tenebrae. The sticks you need are under a tree, near a ghost-infested house in West Tenebrae.

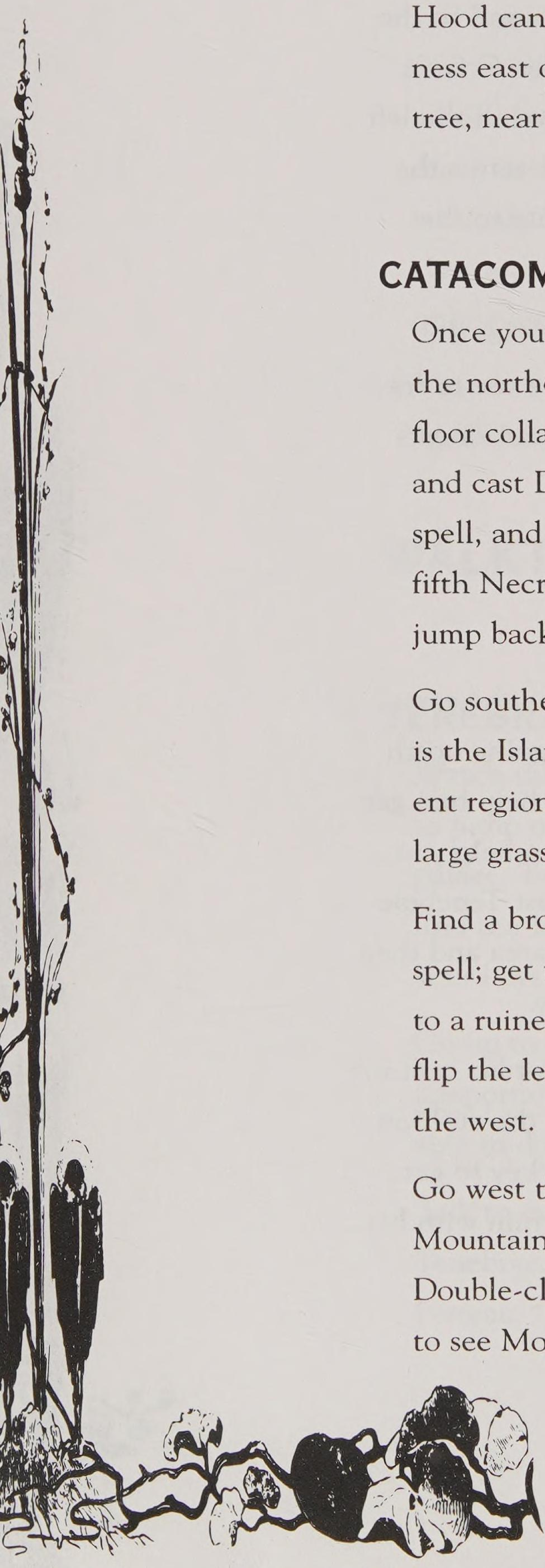
CATACOMBS

Once you're sent into the catacombs, work your way to the northeast. Go into a small, square room where the floor collapses beneath you. Find the dead Necromancers and cast Death Speak on them. They'll each teach you a spell, and then open the way to the next area. After the fifth Necromancer, you'll reach a ledge where you can jump back down into the catacombs proper.

Go southeast and through a door into the next area. This is the Island Center and has doors into all of the different regions. Find the door that opens into Stone Cove, a large grassy area.

Find a brown patch of dirt and cast the Create Golem spell; get the golem to open the doors for you. Go north, to a ruined building with ghouls. Climb over the wall, flip the lever, and cross the bridge that's been created to the west.

Go west through the maze until you reach Lithos, the Mountain King. Talk to him, then return to Vividos. Double-click on Lothian to inter her. Vividos sends you to see Morien's Birthplace.



MORIEN'S BIRTHPLACE

Before you set out, make sure that you have one of Mythran's Unlock scrolls. In the catacombs, find a door that says *Towards Fate Do You Travel* or *Morien's Birthplace*. (What it says depends on whether or not you have the patch installed.) Either way, you can unlock it with the Key of Scion that Vividos gave you.

Work your way through the maze. At one point, you'll have to jump up to a platform. The easiest way to do this is to stand directly under the edge and jump straight up. It's a little tricky to get yourself positioned right, though.

If you have trouble figuring out how to get a locked door open, you can usually find a patch of earth in the area and summon a golem to open the door for you.

Eventually, you'll find a large metal seal. Pick this up, and then find the statues of the three Zealan gods. Place the seal on the altar and listen to the gods. Use your unlock scroll to open the doors and cast Grant Peace on Khumash-Gor. Get the obelisk tip.

CONVENTICLE OF DEATH

The next item you need is in the Conventicle of Death, reached through the small door in Stone Cove. Cast Open Earth on the dirt area and get the Heart of the Earth.

TENEBRAE

When you return to Tenebrae, Devon is in the jail beneath the palace. Open the secret door in the room to the east, and read the book that you find there. You'll be arrested; tell Devon that he is the rightful king to keep him from being executed.

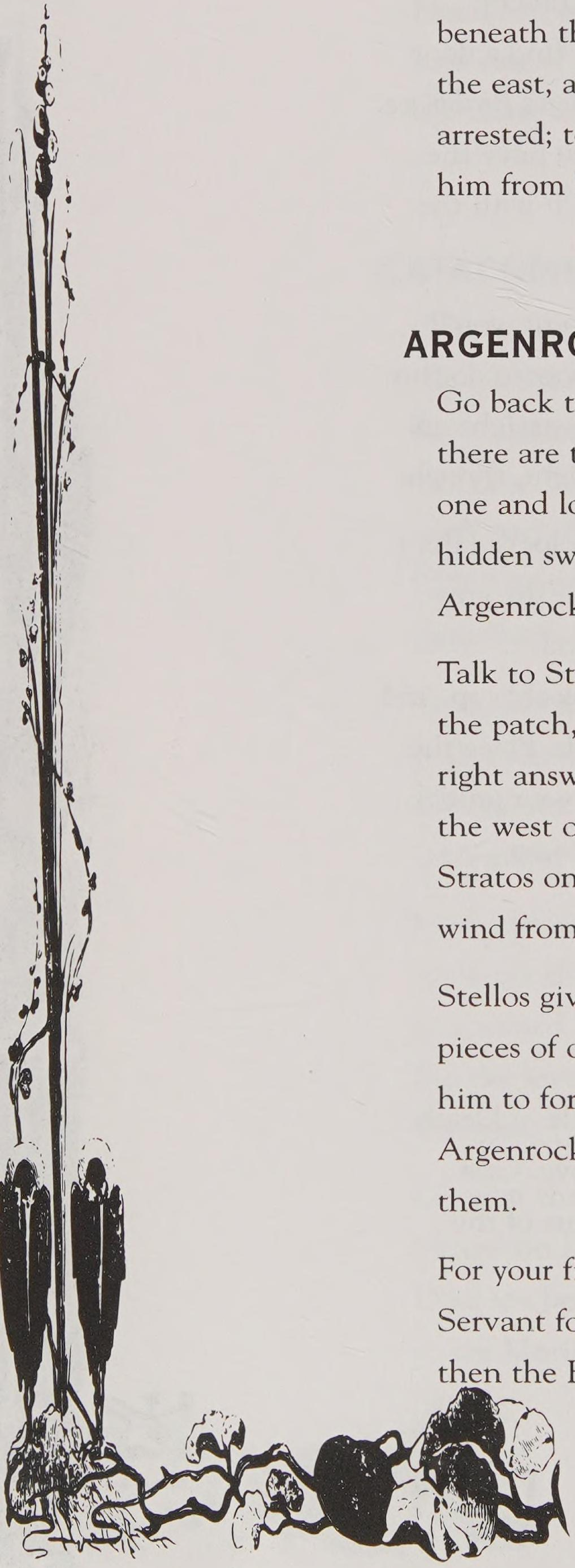
ARGENROCK ISLE

Go back to the Island Center cave. Find a place where there are two metal doors, and a switch that always raises one and lowers the other. Search carefully for a half-hidden switch that lowers both doors, and exit to Argenrock.

Talk to Stellos. Take the test he gives you. (If you have the patch, the books in the library help you find the right answers.) When you pass, take the second test: To the west of town is a two-story rock with the symbol of Stratos on it. Climb to the top, and then try to keep the wind from blowing you off.

Stellos gives you a key. Find the mines, and recover eight pieces of ore. Take them to Korick in Tenebrae and get him to forge them into foci, and then return to Argenrock and place the foci on the altar to enchant them.

For your final test, go back to the mines. Use the Aerial Servant focus to move the wounded Torax to you, and then the Healing Touch focus to cure it.



Next, you'll have to solve a mystery. Cast Hear Truth, and talk to everyone in town. Talk to Cyrrus until you discover where Torwin has gone. Go west of the place where you took the Test of Centeredness, and confront Torwin. There is no way to prevent his death.

After you've returned Xavier's focus, Stellos tells you to take the final test. Jump at the same place Torwin did, and continue jumping until you find Stratos. She gives you the focus for the Air Walk spell.

You'll need the Breath of Air that she mentions, but once you've gotten it, you'll no longer be able to use your foci, so you might want to leave it here for now. When you're ready to get it, cast the Reveal spell near Stratos to find it, and the Aerial Servent spell to get it.

CARTHAX LAKE

Go back to the "Island Center," and find a door that exits into a large area with a dry lake in the center. Find the bridge that leads to the center, where you'll be able to talk to Hydros. Go back to the edge of the area and find a cave. Halfway through is a wall with spikes on top, but a few spikes are missing and you can climb over there. Once you've passed through, you'll find a grave next to a lake. Cast Open Ground, and the lake is released.

You can talk to Hydros again, but she won't do anything for you. If you return to Tenebrae, Devon suggests that you visit the Sorcerer's Enclave.

SORCERER'S ENCLAVE

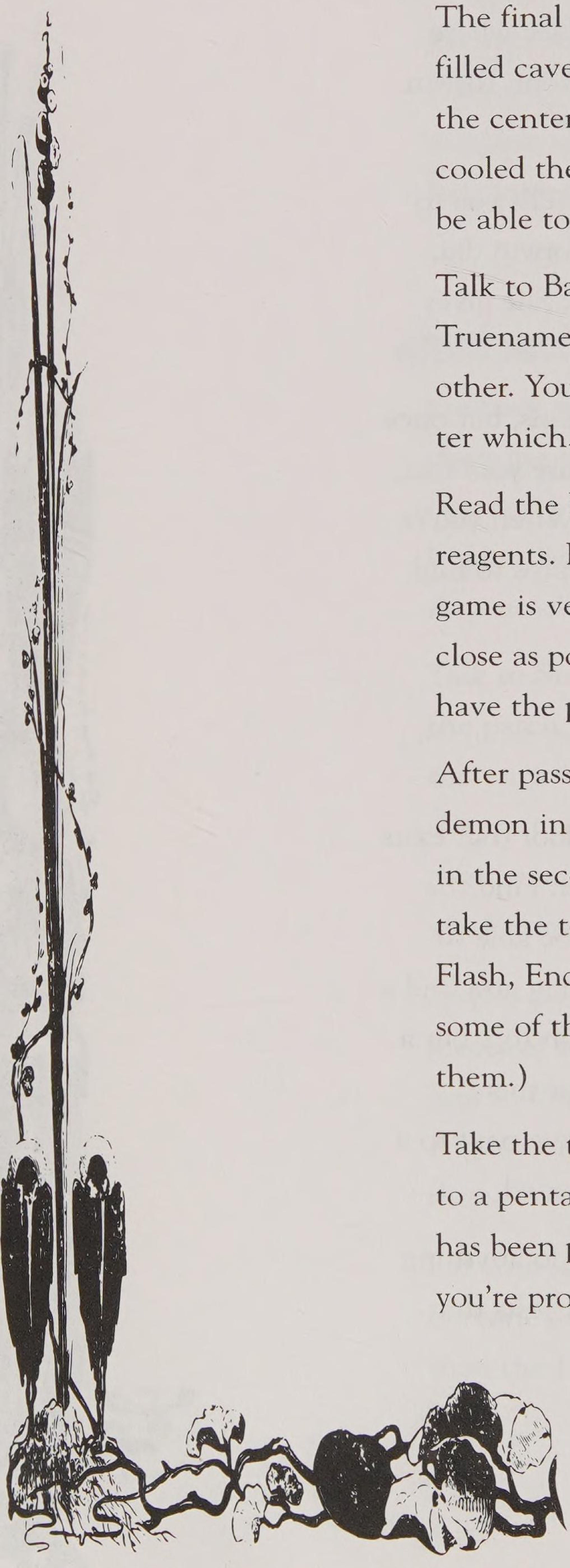
The final exit from Island Center leads you to a lava-filled cave. Use the Air Walk spell to reach the rocks in the center. If you've freed Hydros, then the water has cooled the lava in the south half of the cave, and you'll be able to jump across that, too.

Talk to Bane and Vardion. Each gives you their Truename and asks you to find the Truename of the other. You'll have to betray one of them; it doesn't matter which. The survivor offers you training.

Read the books in the library, and collect candles and reagents. Return to your teacher to take the test. The game is very fussy about position; try to get everything as close as possible to the points of the pentagram. (If you have the patch, this is much easier.)

After passing, go to the Obsidian Fortress. Avoid the demon in the first room and talk to the Demon Sorcerer in the second room for more instructions. In order to take the test, you'll need talismen for Armor of Flames, Flash, Endure Heat, and Extinguish. (You can pick up some of these in town and save the trouble of making them.)

Take the test. Each of the four main hallways leads you to a pentagram symbol; when you have all four, the test has been passed. This is fairly straightforward as long as you're properly prepared.



Talk to Malachir. You'll need talismen for Explosion, Flame Bolt, Summon Demon, and Banish Demo. Cast the spells on Malachir when he tells you to, and then banish the demon he summons.

Malachir takes you to see the Ritual of Flame. Afterwards, go back to see Malachir and kill him. Take the Tongue of Flame from him and read the book. Finally, place the Tongue of Flame in the pentagram where the ritual took place and release Pyros.

TENEBRAE

Talk to Devon, and he'll give you a key that you can use to get the Tear of Seas; it's in a chest in the southwest of the palace. Pick up the Breath of Wind from Stratos if you don't have it already, and then go see Mythran. Buy the Ethereal Travel spell from him.

Before casting the spell, make sure that you have the five blackrock items: the obelisk tip, and the four objects you got from the elemental lords. You'll also need an Endure Heat talisman. Once you've cast the spell, there's no way back, so make sure you have everything you want.

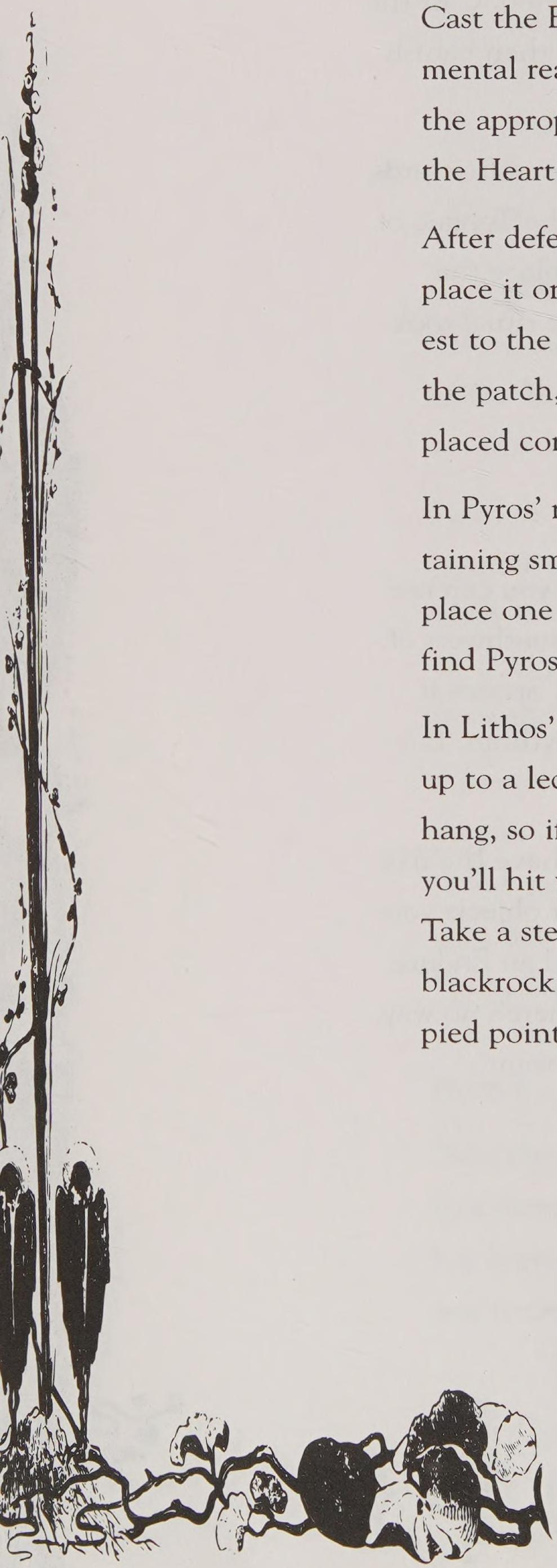
ETHEREAL PLANE

Cast the Ethereal Travel spell, and enter each of the elemental realms. Find the lords, and defeat them by using the appropriate blackrock item on them. (For example, the Heart of the Earth is used to defeat Lithos.)

After defeating each lord, take the blackrock item and place it on the point of the central pentagram that's closest to the door you took to reach the lord. (If you have the patch, then some sparkles appear when the item is placed correctly.)

In Pyros' realm, look far to the east for a jewel box containing small white spheres. Find a ten-pointed star, and place one sphere on each point to create a bridge and find Pyros.

In Lithos' realm, there's a place where you need to jump up to a ledge. The trick here is that there's a slight overhang, so if you go as far as you can down the corridor, you'll hit your head on the overhang when you jump. Take a step or two backwards. After placing the four blackrock objects, place the obelisk tip on the unoccupied point. Enter the black gate that appears.



ONLINE SUPPORT

1. Filename: U8SAVE.ZIP Size: 169163

   Title: Ultima VIII: Pagan Sorcerer's Enclave Save (IBM)

   This U8 Saved Game file bypasses the BANE "BUG" in the Sorcerers Enclave.

2. Filename: CHAT.TXT Size: 45749

   Title: Ultima VIII: Pagan Post-Con Chat (Text)

   Watch Mel from Hell pick on Mr. Mike. Catch the post conference chit-chat that followed the Ultima VIII: Pagan formal conference. Edited transcript of the post-con action. The conference transcript, in all its formal glory, is available in this library as PAGCON.TXT—enjoy both, we sure did! Recorded in the hours following the con on Wednesday, April 27, 1994 in *HOT* Con Room 12.

3. Filename: WESTENBR.GIF Size: 54491

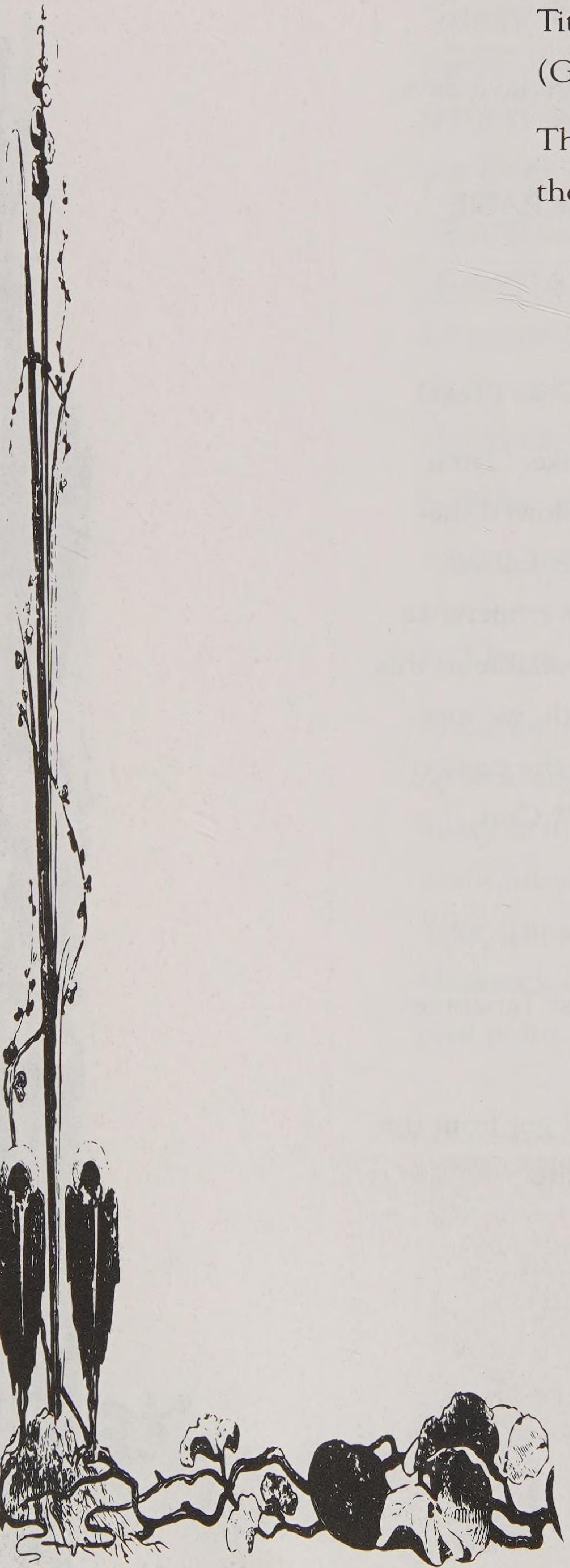
   Title: Ultima VIII: Pagan map of West Tenebrae (GIF)

   This is a GIF map of West Tenebrae I got from the Ultima WWW (World-Wide-Web) site.

4. Filename: EASTENBR.GIF Size: 92687

   Title: Ultima VIII: Pagan map of East Tenebrae (GIF)

   This is a GIF file of east Tenebrae that I got from the Ultima WWW site.



ULTIMA UNDERWORLD: THE STYGIAN ABYSS

VITAL INFORMATION

Publisher	Origin
CD-ROM	Yes
Completion Time	50 hours
Perspective/View	First person
Movement	Smooth
Combat	Real-time
Automapping	Yes, with annotations
Diary	No
Party Size (Maximum)	1
Save/Restore Game	Anywhere

OVERALL DIFFICULTY **AVERAGE-EXPERT**

PART III

Bug Alert

The early versions of the game had some serious bugs, including one particularly annoying one that caused objects to randomly disappear from your inventory.

POWER TIPS

1. Strength is the most important of your attributes, because it controls how much you can carry.
2. The most important skills to learn are: Casting, Mana, Lore, Attack, Defense, and any one of the weapons skills.
3. Keys are always found on the level where they're used, and, generally, are not too hard to find.
4. Be extremely careful which NPCs you kill. Certain ones, if killed, prevent the player from completing the game.
5. Use the seed that restores your life sparingly, for it has only a certain number of "lives."

ABOUT THE GAME

Although set in the world of the Ultima Series, The Stygian Abyss uses a radically different game engine from the main-line Ultimas. Instead of exploring the whole land of Britannia in a top-down view, you're confined to a single dungeon, which is explored in full 3-D perspective. Because this was so different from main-line Ultimas, Origin chose to make this the first game in a new series.

As the game opens, you have once again been transported into the land of Britannia. Your quest is to rescue a nobleman's kidnapped daughter, who is being held somewhere in a vast labyrinth known as the Great Stygian Abyss.

(The Great Stygian Abyss, by the way, is Britannia's most dangerous dungeon, and was the scene of the final quests in Ultima IV and Ultima VII. Of course, the geography is radically different in each game.)

WALKTHROUGH

LEVEL 1

Get the recipe for Rotworm Stew from Lanugo. When you find the three ingredients (all of which are on this level), put them inside a bowl, and use the recipe on the bowl to create the stew. Don't lose it—you'll need it later.

Look into the crystal ball. Note that the vision shows you walking down a green path; this is the key to solving the game's final puzzle.

Pick up some spider thread, which is easily found near spiders.

LEVEL 2

Kill the Gazer in the mines to get a gem-cutter from Goldthirst. If you give Goldthirst something made out of gold, he'll let you visit his treasure-pit. You can jump down and rob him blind, but you'll need a potion or a spell to fly back out.

LEVEL 3

Trade food to Zak for the Taper of Sacrifice, an item that you'll need to finish the game. (It also works as an everlasting candle, but doesn't give off much light.)

In the southeast of the dungeon you'll find a vine-covered wall. Try to pick up the vines and a secret door opens to reveal half of the Sword of Justice.

Free Murgo from the lizardmen.

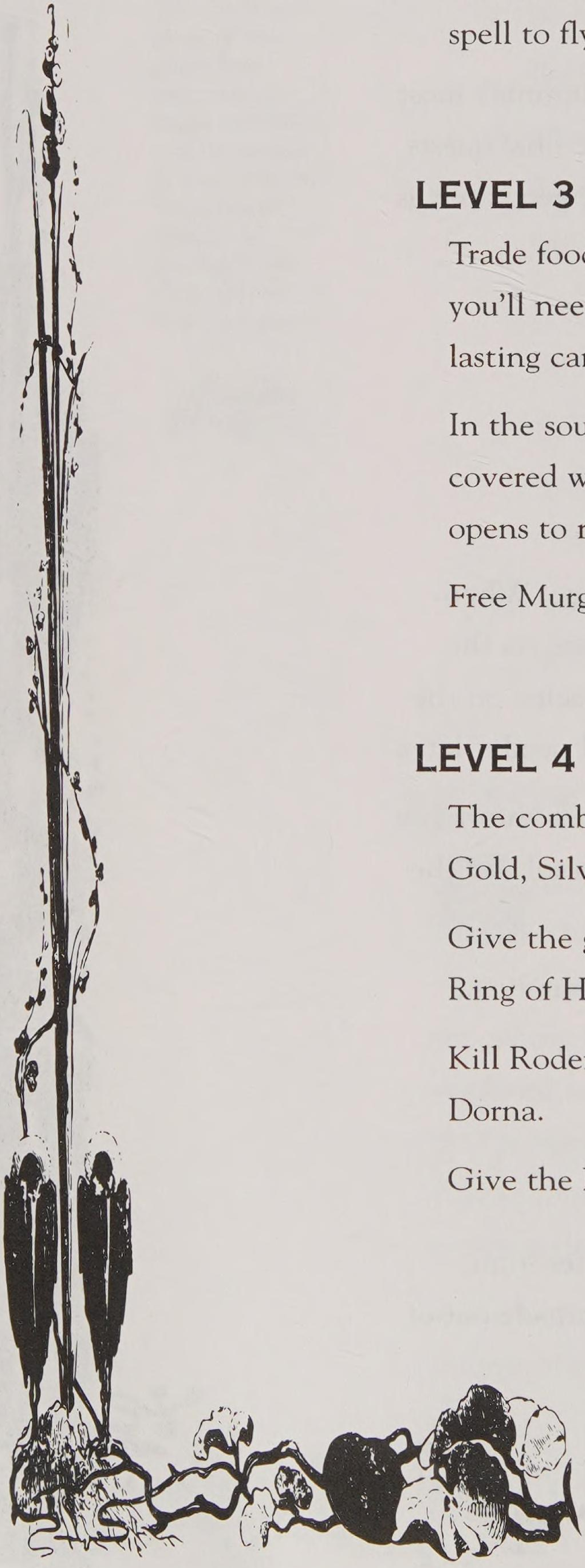
LEVEL 4

The combination for the Maze of Silas is: Silver, Gold, Gold, Silver, Silver, Gold.

Give the gem-cutter to Derek for information about the Ring of Humility.

Kill Roderick and get the Standard of Honor from Dorna.

Give the Rotworm stew to Sethar for the dragon scales.



LEVEL 5

In the northwest part of the level is a room with four levers on the way. Following the instructions you got from Derek, flip the levers in the order: northwest, southeast, northeast, southwest. Stay close to the walls of the room and don't approach the pedestal in the center until you've flipped all four levers. If you've done this right, you can get the Ring of Humility from the pedestal.

Search the tombs for the other half of the Sword of Justice.

Take both halves to Shak on level 2 and he'll repair it.

Talk to Eyesnack to learn a tune to play on the flute. (Also be sure to pick up a flute; there are several in the game.)

Get Marrowsuck to make you dragon-skin boots; these help you walk across lava.

LEVEL 6

If you freed Murgo on level 3, then Dr. Owl tells you about the Wine of Compassion. It's hidden elsewhere on the level; try to pick up the tile in the southeast corner of the large tiled room.

Get the book from Bronus and deliver it to Morlock to learn about the Book of Honesty. Find an hourglass-shaped room on this level, and open the secret door at

the far end. Pass through and then jump across a chasm to find the book.

Kill the Golem to get the Shield of Valor.

Talk to Illomo, who tells you to look for Gurstang.

Talk to Fyrgen and Louvnon to learn how to use incense, then experiment until you've learned the mantra INSAHN.

Using this mantra, you can trace the Cup of Wonder to a room in the north of level 3. (The room has a gazer and can only be reached by swimming). Play the tune 354237875 on a flute and the cup appears.

You should now have the 8 Talismans of Virtue.

LEVELS 7 & 8

Get a key from Naruto. In the southwest part of the level is the Medallion of Passage, which you can use to get through the guard posts safely, or you can just kill all the guards; one of them has a master key.

When you go down to level 8, all of your mana is instantly drained by Tyball's Orb. If you need a magical boost in combat then go back to level 7, rest, and cast some long-lived spell like Iron Flesh or Invisibility.

Find three stairways to level 8. One of them gets you an Orb Rock, and the other gets you a crown. The crown lets you see the safe areas in the maze past the third staircase, and eventually leads you to Tyball. The easiest way to defeat him is to run in, use the Orb Rock to destroy his Orb, and then run back out and rest up. Now that magic is working, you can simply cast Freeze Time and kill him while he's helpless.

Get the key he was carrying and free Arial. Travel back to the prison area, and get the picture of Tom (from Bolinard) and the key (from Snomden). Talk to Gurstang and tell him about Illomo.

THE THREE-PART KEY

Use Smonden's key on the door in the northwest of the prison, which takes you to a chimney that takes you back up to a new part of level 3. Find the Key of Courage at the top of this area. (Lower down in the chimney, you'll meet a wisp who teaches you the Armageddon spell. This is an interesting spell, but save the game before you cast it, in case you don't like the results.)

Go back to the main part of the dungeon, and tell Illomo (on level 6) that you rescued Gurstang. Follow up on the lead he gives you, and you'll learn that you can get the Key of Truth by chanting Fanlo at any shrine.

Give the picture of Tom to Judy on level 5 and you'll get the Key of Love.

Combine the three keys to make the Key of Infinity.

GARAMON

Travel back to the part of level 8 where you fought Tyball.

Talk to Carasso about Garamon. Garamon's bones are found in the southwest part of the level, and they look just like ordinary bones. You can identify them by the fact that there are several powerful runestones close by.

Take the bones to the graveyard on level 5, and use the bones on the tombstone. Talk to him; at one point, you'll need to prompt him with the words "talismans" and "volcano."

ENDGAME

Travel back to level 8, to the room in the very center of the level. Unlock the door with the Key of Infinity, and then quickly toss the eight talismans of virtue into the lava. The demon hits hard, so make sure that you have the talismans organized. You won't have much time to root around for them.

Once you and the demon are sucked into the Ethereal Plane, look around for the green path and follow it to the end, which returns you to Britannia.

ONLINE SUPPORT

1. Filename: UWZAP.ZIP   Size: 7992

   Title: Ultima Underworld Inventory Bug Fix (IBM)

   This is an alternative to downloading Origin's UWFIX.ZIP file. It creates the same modified UW.EXE that fixes the infamous Underworld "inventory bug," but it works by modifying your existing UW.EXE instead of you having to download a whole new game.

2. Filename: UWSUPE.ZIP   Size: 9331

   Title: Ultima Underworld Character Editor (IBM)

   This program modifies an Ultima Underworld saved game to make your character into a virtual Superman. All your attributes are maximized, including your carrying ability (which takes effect immediately—no more waiting until you chant at a shrine). In addition, your character level is set to 16 and your rune bag is completely filled, so you can immediately try out all those higher-level spells you've wanted to use.

3. Filename: UUCHEA.ZIP   Size: 1770

   Title: Ultima Underworld Mana & Vitality Editor (IBM)

   Gives your character unlimited mana and vitality until you sleep. It's a good idea to run the file once each time before you run Underworld.

CHEATS

If you get tired of peering into the gloom, use DOS to delete the SHADES.DAT file from the game's directory. The dungeon then always appears brightly lit. This is considered a cheat because light in the dungeon is one of the goals that players must consistently strive for during play.

ULTIMA UNDERWORLD II: LABYRINTH OF WORLDS

VITAL INFORMATION

Publisher	Origin
CD-ROM	Yes
Completion Time	50 hours
Perspective/View	First person
Movement	3D free scrolling
Combat	Real-time
Automapping	Yes, with annotations
Diary	No
Party Size (Maximum)	1
Save/Restore Game	Excellent

OVERALL DIFFICULTY **HARD**

POWER TIPS

1. Especially in the beginning of the game, continually make a trip back to the castle to talk to Miranda and other important people.

2. Best swings for the various weapons:

   Bash: Mace, Cudgel, Axe
   Stab: Dagger, Shortsword
   Slash: Broadsword, Longsword

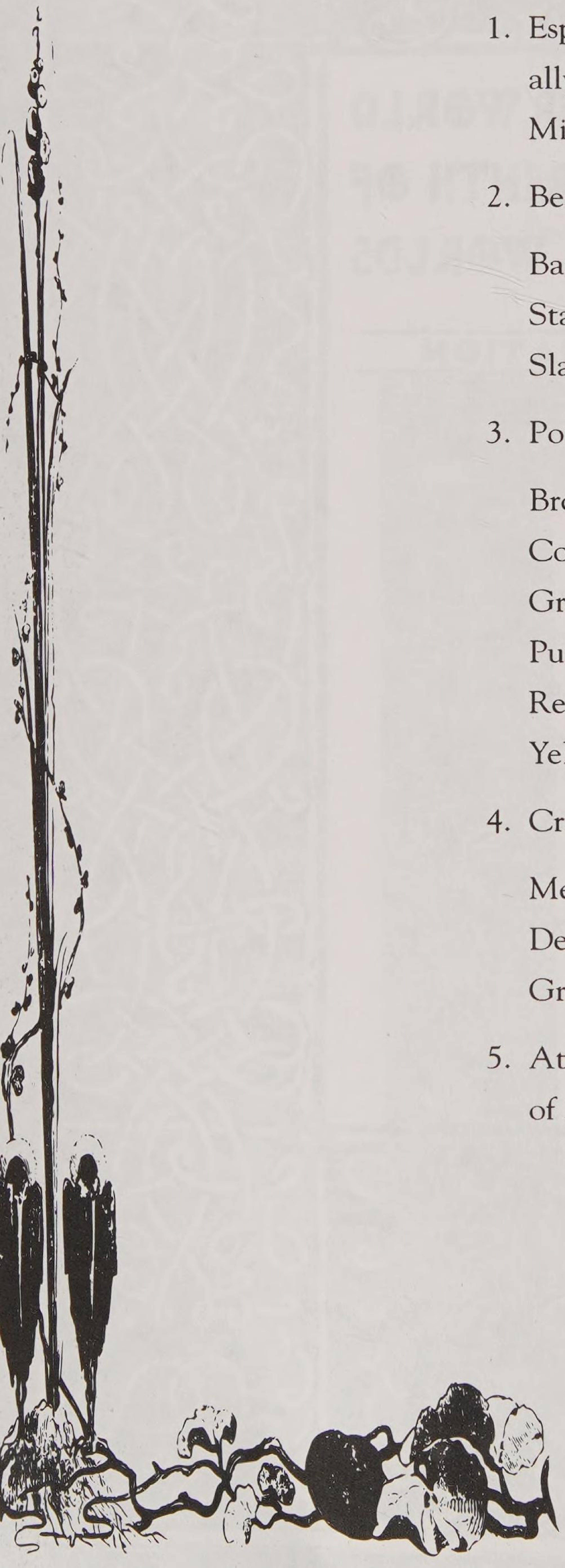
3. Potion Effects:

   Brown: Speed, Freeze Time
   Colorless: Mana Increase, or Basilisk Oil
   Green: Poison, Hallucination
   Purple: Protectives
   Red: Cure Poison or Restoration
   Yellow: Healings

4. Creatures inflicting the most damage:

   Metal Golem
   Deep Lurker
   Great Troll

5. Attainable skills range from nil to a maximum of 30.



ABOUT THE GAME

Ultima Underworld II uses the same game engine as Underworld I, but has more varied and interesting graphics. The game is set about a year after the final battle of Ultima VII. Since his clandestine attempt to take over Britannia was thwarted, the evil Guardian has turned to more direct measures. He has cast a potent spell, sealing Lord British's castle inside a huge sphere of indestructible blackrock and isolating it from the rest of the land.

The spell draws power from eight universes which are already under the Guardian's control. By traveling along the magical conduits into these universes, you can disrupt the spell and weaken it to the point where Lord British's mages can break the spell completely.

WALKTHROUGH

LORD BRITISH'S CASTLE

Get the equipment from your room, and then search the first level, talking to everyone you meet. In Nystul's room is a teleporter to his lab, where you can find some more useful equipment. Get Dupré to give you the key to the stairs downward.

There's not much on level 2. On level 3, talk to Fissif, then work your way southeast to level 4. The island in the center of the lake on level 4 takes you down to level 5, and from there you can find a large cavern with a blackrock gem in the center.

You'll be coming back to this cavern frequently, so it's a good place to store coins and spare equipment when you get overloaded.

GOBLIN TOWER

One facet of the blackrock gem is glowing. Walk into it, and you'll be transported to the first world. While it's possible to simply fight your way up to the top of the tower, this is a long, tedious process. Find the food voucher in the tower basement and use it to bluff your way into the upper levels. You can get some fraznium gauntlets from the smith on level 5, and another pair of gauntlets on level 6.

Travel up to Bishop's cell on level 8. Wear one pair of gauntlets to enter the force field, and give Bishop the other pair so he can escape. Go back down to level 6 and get the captain to give you the blackrock gem and a password.

Use the password on level 3 to get some keys, then go back to level 6. You'll be able to free a troll, who kills every goblin in the tower. (And note that you'll get lots of experience points, just as if you'd killed all the goblins yourself.)

BACK IN BRITANNIA

Return to Britannia through the black wall in the basement, then climb up to the main castle. Talk to everyone to see what's new, especially Nystul, who modifies the small blackrock gem you found.

Go back to the large blackrock gem underground and use the small gem on it. Two of the facets are blinking; enter the northeast facet when it is lit.

KILLORN KEEP

Talk to everyone in the keep for information, then talk to Mystell. She'll ask you to spy on Altara. Warn Altara and she'll give you some help.

Following her instructions, go back to Britannia and climb up on the high ledge near the lava wall in the southeast of level 4. Walk into the lava, and find and kill the imp.

Return to Altara and get a pearl from her. The spider egg can be found in the north part of Britannia level 4, and the amethyst staff won't be available until later in the game.

Find a secret door in the kitchen of Killorn Keep and travel down to the basement. You'll find a room with four candles; entering it teleports you to a very dangerous area. You can bypass it by simply picking up the candles before you move into the room. On the far side is another blackrock gem.

ICE CAVES

Return to Britannia and enter the east facet of the large blackrock gem. This takes you to an ice world.

Travel far to the southeast to reach the stairs leading down to the lower level. Continue south and then east to get another blackrock gem.

Elsewhere on the second level is the Anodunos Dam. Kill the golem in front of it to get the key, then proceed to the maze controls. Set the lever, switch, and chain up, and the button out. Go into the maze and get a key. Move the switch, chain, and button, and then go into the maze a second time to find the door. Open the floodgates to melt some of the ice so that you can explore the city.

BRITANNIA

Go back upstairs and talk to everyone again. Investigate the murder, although you won't be able to solve it yet. Get Nystul to modify the two small blackrock gems you've found, then use them on the large blackrock gems to access the next two worlds.

TALORUS

Talk to Historian and Futurian, then kill the Bliy Skup Ductosnore.

Get the Amethyst Rod and an information crystal.

Fall down one of the pits to reach the garbage disposal, where you can find the Delgnizator and information crystal.

Go back upstairs and talk to Data Integrator, then Dialogician, then Data Integrator again. Go to the Bliy Skup Chamber, and place the Delgnizator and the information crystals in the appropriate place, then pull the chain.

Talk to Historian, and he'll teleport you to the island with the Blackrock crystal.

The heinous Guardian's black rock prison begins to smother Britannia in Ultima Underworld II: Labyrinth of Worlds.

FINISHING FIRST FOUR WORLDS

Go back to Killorn Keep, and get Altara to make you the scepter. Find the secret door in the southwest part of the Keep, and unlock it with a key from the basement. From there, go to a room with strange floating brain-creatures. Use the staff to disrupt the Guardian's spell. (If you kill the brain-creatures, the Keep is destroyed, which you probably don't want to do.)

You must also use the staff in the other three worlds you've visited.

In the Goblin Tower, the location is Bishop's cell. On the ice world, go to the frozen fountain in the center of the city. On Talorus, go to the Bliy Skup chamber.

SCINTILLUS ACADEMY

The south facet of the large blackrock gem takes you to the Scintillus Academy.

In the Psychokinesis and Terraforming area, the nearby wand casts the Telekinesis spell and can be used to push the buttons and change the position of the columns. Trigger the nearest button on the east wall, and the nearest button on the west wall. You'll be able to jump across the pillars to the exit.

In Spacial Reasoning, find the keys in the northwest and southeast corners to open the doors in the northeast. In Effects and Constraints, use the pole to push the buttons without stepping on the plates.

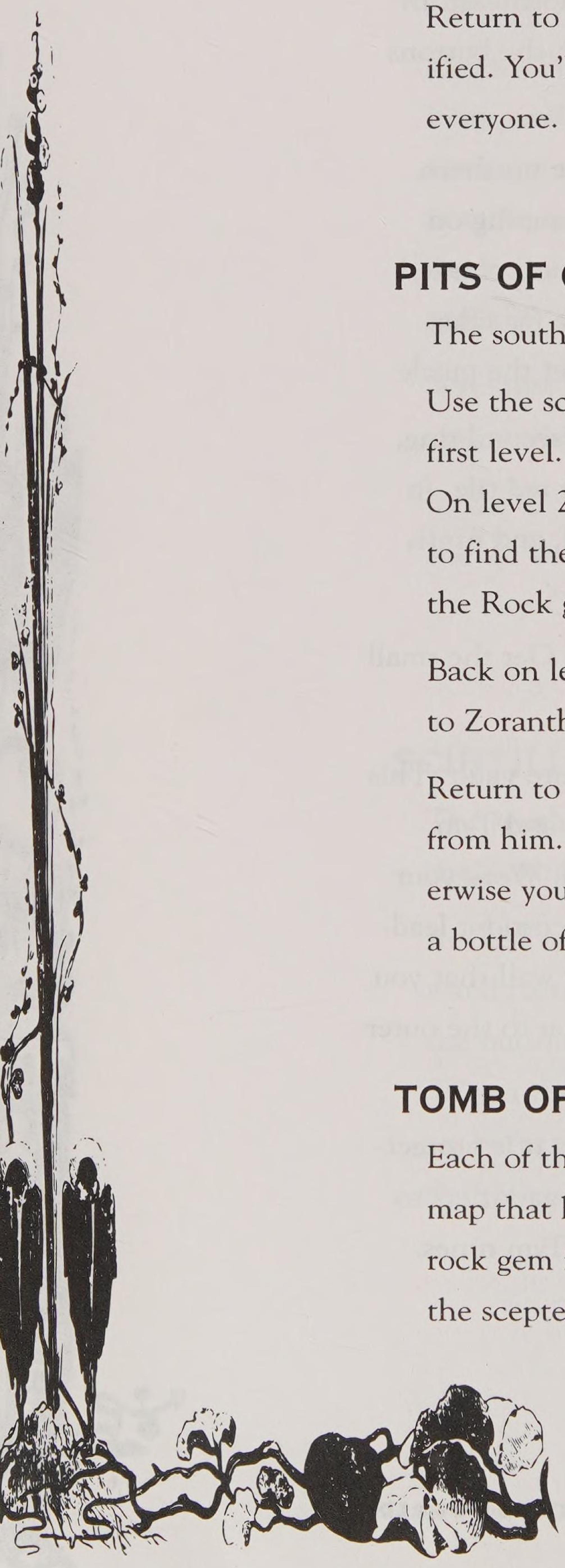
In Nonreversible Process, find the key in the northern alcove. Each pillar has an arrow on it and jumping on that pillar takes away the pillar in the direction pointed to by the arrow. Work your way across to the far side; leave the level and return if you need to reset the puzzle.

In Correlations, read the sign. To reach the second ring, walk across the third tile clockwise from the red tile. In the outer rings, walk across the fifth, second, and ninth tiles respectively.

After finishing the test, find the pentagram. Get the small blackrock gem, and use the staff.

Elsewhere in this area is the door to the secure vault. This has some nice items, including the only Vas and Tym runes in the game, but nothing there is vital. Work your way through the maze until you find a dark corridor leading away from a poll. There is an illusionary wall that you can walk through in this corridor, leading you to the outer vault.

Another secret door leads to the inner vault; it is protected by a force field and requires the fraznium gauntlets to pass. Click on the floor to find the Vas and Tym runes.



BRITANNIA

Return to Britannia to get the next two small gems modified. You'll also be able to solve the murder by talking to everyone.

PITS OF CARNAGE

The southeast facet takes you to the Pits of Carnage.

Use the scepter at the entrance far to the north of the first level. Also pick up one of the plants you find here. On level 2, follow a long, looping corridor across a bridge to find the stairs to level 3. Talk to Blog, and let him win the Rock game several times to make friends with him.

Back on level 2, go through the portcullis maze and talk to Zoranthus to get information about demon bottles.

Return to level 1 and confront Dorstag to get the stone from him. If you've befriended Blog, he'll help you; otherwise you'll have to kill Dorstag yourself. Be sure to get a bottle of Basilisk Oil from Zaria's room.

TOMB OF PRAECOR LOTH

Each of the eight radiating passages contains a piece of map that helps you navigate the third level. The blackrock gem is in the northwest; this is also the place to use the scepter.

Pass through level 2 and then work your way to the north center of level 3, where you'll find the stairs to level 4.

In Morphius' room, a secret door leads east to a switch that opens the door to Umbria. In Umbria's room, find the pillars that don't have teleporters and jump across them. Move one of the candles to open the passage to Lethe. Kill Lethe to get the key to reach Praecor Loth, and get Loth's horn.

THE ETHEREAL VOID

Before entering the last facet, eat the plant from the Pits of Carnage and go to sleep. In your dreams, you'll visit an altar with a blackrock gem on it. You can't take the gem with you when you wake, but you can throw it through the bars of the cage you're in. (This is the Shrine of Spirituality, a location that also played a crucial role in Ultima VII.)

Enter the last facet. Follow the blue path to a gateway. Inside, you might meet the wisps, who can give you the answer to the cat's question in Killorn Keep. Go into a golden gate, which takes you to a pyramid. Jump on the squares of the pyramid to make them change color (as in the ancient game Q*Bert). When they're all blue, jump into the gate at the top of the pyramid.

Upon returning to the main area, follow the purple path to another gateway, and work your way through the maze.

(The area with the stick figures gives you a rare glimpse of the world of Ultima I!)

You'll exit into the pyramid; this time you'll want to turn all the squares purple.

The yellow path is next. The quickest way through the maze is to cast the Fly spell and go to the southeast corner. Once again, you'll be at the pyramid.

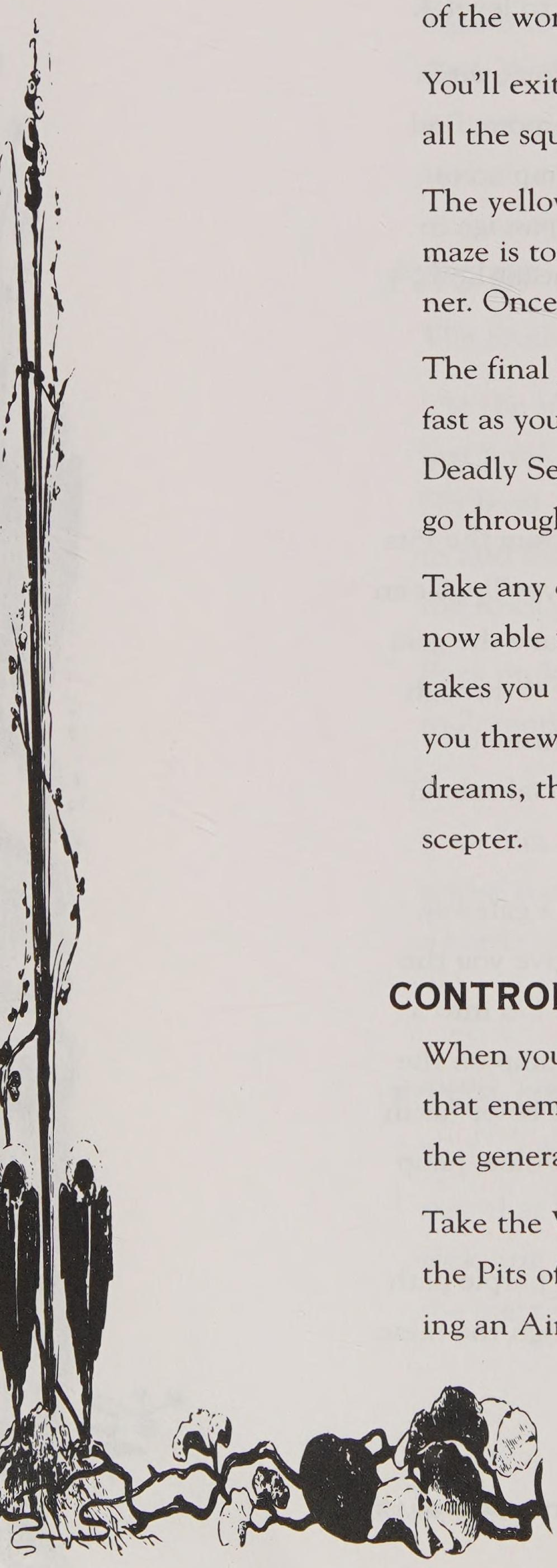
The final path is red. Cast Resist Fire and go through as fast as you can, stopping only to pick up the Wand of Deadly Seeker for Zoranthus. Turn the pyramid red and go through the gate.

Take any of the four paths back to the pyramid. You're now able to turn it gold; the gateway that was created takes you to the outskirts of the Shrine of Sprituality. If you threw the blackrock gem through the bars in your dreams, then you can pick it up now. Also use the scepter.

CONTROLLING THE ELEMENTAL

When you return to Britannia, you'll probably discover that enemy soldiers have arrived. Kill all of the ones in the general area, then resume exploring the worlds.

Take the Wand of Deadly Seeker back to Zoranthus in the Pits of Carnage, and he'll give you a bottle containing an Air Elemental. You should already have a bottle



of Basilisk Oil, and Iron Flesh potion can be bought in Killorn Keep.

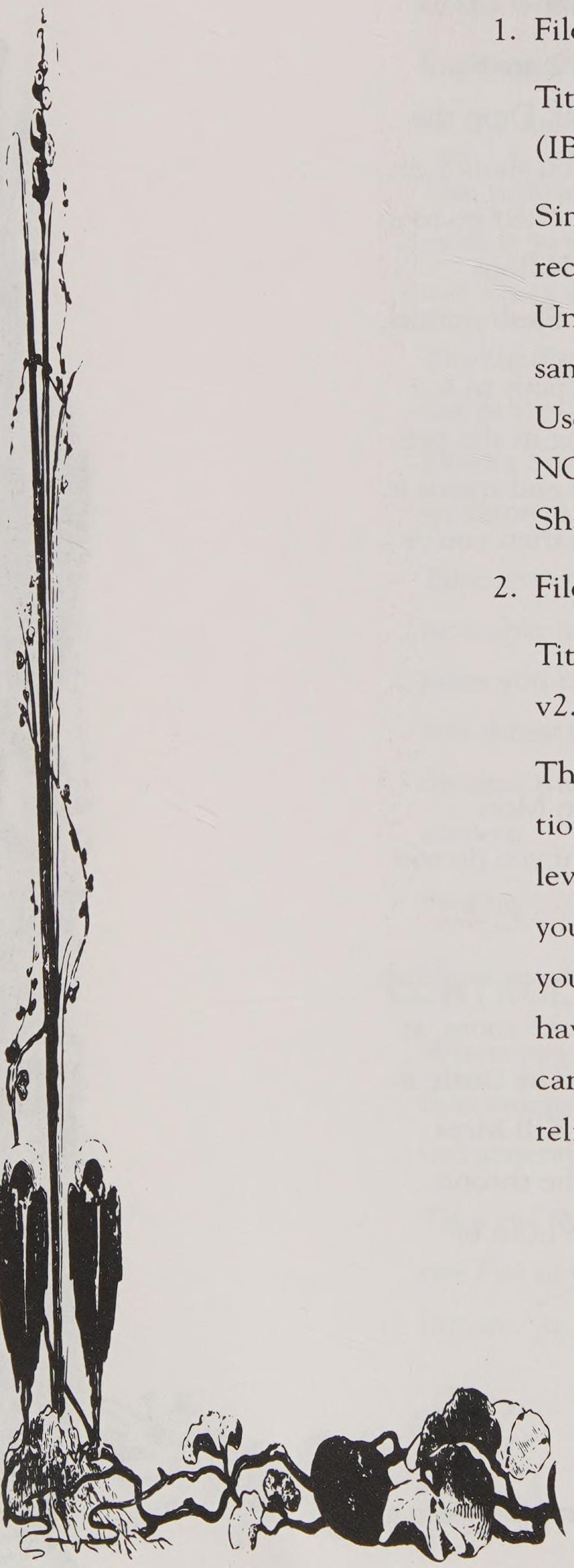
Go to the Ice World. In the far east of level 2 are the Filanium Mud Flats, a mottled patch of water. Drop the Basilisk Oil into the pool, and then enter. You should get a message about the mud coating your body. Next go to a room with lava (such as the second level of Killorn Keep), stand in the lava, and drink the Iron Flesh potion.

Go to the Ethereal Void and take the white path to a large room with a pentagram. While standing in the pentagram, throw the Elemental Jar at the floor and smash it. The elemental enters your body. (If you die, then you've done something wrong.)

BREAKING THE SPELL

Go to Killorn Keep and find the spellbook in Mors Gotha's room on level 1. You can't kill her; if you do too much damage, she'll run off and escape.

Return to Britannia. Talk to Nell in the castle to establish that the Guardian's spell was cast in the throne room, at 4:15 AM. Relay this information to Nystul. The castle is then invaded by soldiers from Killorn Keep. Kill Mors Gotha, and enough other soldiers to reach the throne room. While Nystul casts the spell, blow the horn of Praecor Loth.



ONLINE SUPPORT

1. Filename: UW2TRN.ZIP Size: 7941

   Title: Ultima Underworld II Trainer V.1.2R (IBM)

   Simple fixed version that works with Origin's recent bug fix/update patch for Ultima Underworld II. All previous functions are the same. Will work *only* on the PATCHed version. Use the previous Trainer version if you have NOT used the update patch from Origin. Shareware.

2. Filename: UW2E24.ZIP Size: 21827

   Title: Ultima Underworld II Character Editor v2.4 (IBM)

   This version improves user interface and functionality. Allows you to edit your character skill levels. Also lets you specify which Magic Runes you have in your Rune bag. This program is for you if you are tired of breaking lock picks, not having enough mana for those really neat spells, can't find that really important Rune etc. Very reliable.

CHEATS

If you get tired of peering into the gloom, use DOS to delete the SHADES.DAT file from the game's directory. The dungeon then always appears brightly lit. This is considered a cheat because light in the dungeon is one of the goals that players must consistently strive for during play.

WIZARDRY VI: BANE OF THE COSMIC FORGE

VITAL INFORMATION

Publisher	Sir-Tech
CD-ROM	No
Completion Time	60 hours
Perspective/View	First person
Movement	Step
Combat	Turn-based
Automapping	Manual
Diary	No
Party Size (Maximum)	6
Save/Restore Game	Anytime, anywhere

OVERALL DIFFICULTY **MEDIUM-HARD**

PART III

POWER TIPS

1. Pick up the Detect Secret spell as soon as it is offered to any of your spellcasters.
2. One party member should possess and develop Skullduggery, because a high degree of that skill is needed to get to one of the game's successful endings.
3. Best Spells: Detect Secret, Identify, Knock-knock, Heal Wounds, Sleep, Blinding Flash, Silence, Conjuration, Fireball, and Iceball. Keep in mind that most unfavorable conditions—such as sickness and insanity—can be recovered from just by resting. (Death and stoning are the only two exceptions.) So, you may not want to waste the time to learn the spells that counteract these conditions.
4. Make multiple save games by changing the path/directory in the configuration menu; save often!
5. Pay close attention to the rules on changing character classes. When a character changes class, he loses a lot of attribute points and goes back down to the first level. But he keeps all of his magic points, hit points, and skills. Because low-level characters don't need much experience for level increases, characters who switch class frequently find it very easy to build up huge skill levels.

ABOUT THE GAME

The first game in the Wizardry series appeared in 1981, which makes Wizardry one of the two longest-lived computer RPG series. (The other is Ultima, released a year earlier.) The highlight of the Wizardry games is the perfectly balanced and fine-tuned combat system: Instead of just hacking away at monsters and casting the same few spells over and over again, Wizardry gives you a vast number of useful combat options, and requires you to develop different strategies for every monster and combination of monsters that you encounter.

In this game, your party seeks the Cosmic Forge, a magical pen of immense power. Anything written by the pen immediately comes to pass. Unfortunately, the previous owners were a bit hasty, and didn't spend enough time thinking about the ramifications of what they wrote. As a result, the artifact is extremely hard to get to.

WARNING

This game does not have an automap, and in order to make sure that you've fully explored the dungeons, you'll have to manually map each location using pencils and graph paper. When you finish the game, you'll have produced several dozen pages of intricately drawn maps. Old-timers believe that this is part of the fun of playing; but players used to built-in automapping might find this to be just a pointless waste of time.

WALKTHROUGH

THE CASTLE

You'll occasionally find keys after combat, but it's better to open locks by trying to pick them: If you succeed, your skullduggery skill improves, which comes in handy in later levels where keys cannot be found.

On the north side of the first level is a gate. Just to the east is a wall with a button on it. "Search" to push the button and open the gate. Inside, you'll find a Key of Ramm. Descend to the lower level of the castle.

Many gates on the lower level cannot be opened at all. However, you'll eventually be able to find alternate routes that lead you to the other side of the gate.

Talk to Queequeg and sell any unwanted equipment to him. Buy some mystery oil.

Find the Jailer Key, which opens several doors. If the key disappears, that means that you've opened all of them and you don't need the key anymore. Find the Dead Man's Log.

Find some cheese and a wine bottle. Go to the room with a mouse hole on one wall and use the cheese. After a tough fight, you'll find a stuffed beagle. Climb the southeast tower and talk to L'montes, saying "BELOVED" to get him to open the door. Give him the stuffed beagle to get a key.

Explore the other three towers.

Go back to the entrance level, and then upstairs. Find the Key of Spades and use it to enter the Western Spire and get the Chrome Key. The Chrome Key opens some doors in the upstairs level and gets you the King's Diary and a Gold Key. Find a button to open a secret passage, with gates that can be opened by the Key of Ramm. Find the

Goat Mask and the Dagger of Ramm, and also the room containing the Altar of Ramm.

The Gold Key opens a door two levels below the entrance. Search the walls carefully to find the buttons that control the pits. Get the Book of Ramm.

Read it, and then go back to the Altar of Ramm. Push the buttons in the order "Head, Head, Orb, Staff, Orb." Jump into the pit that you'll find there.

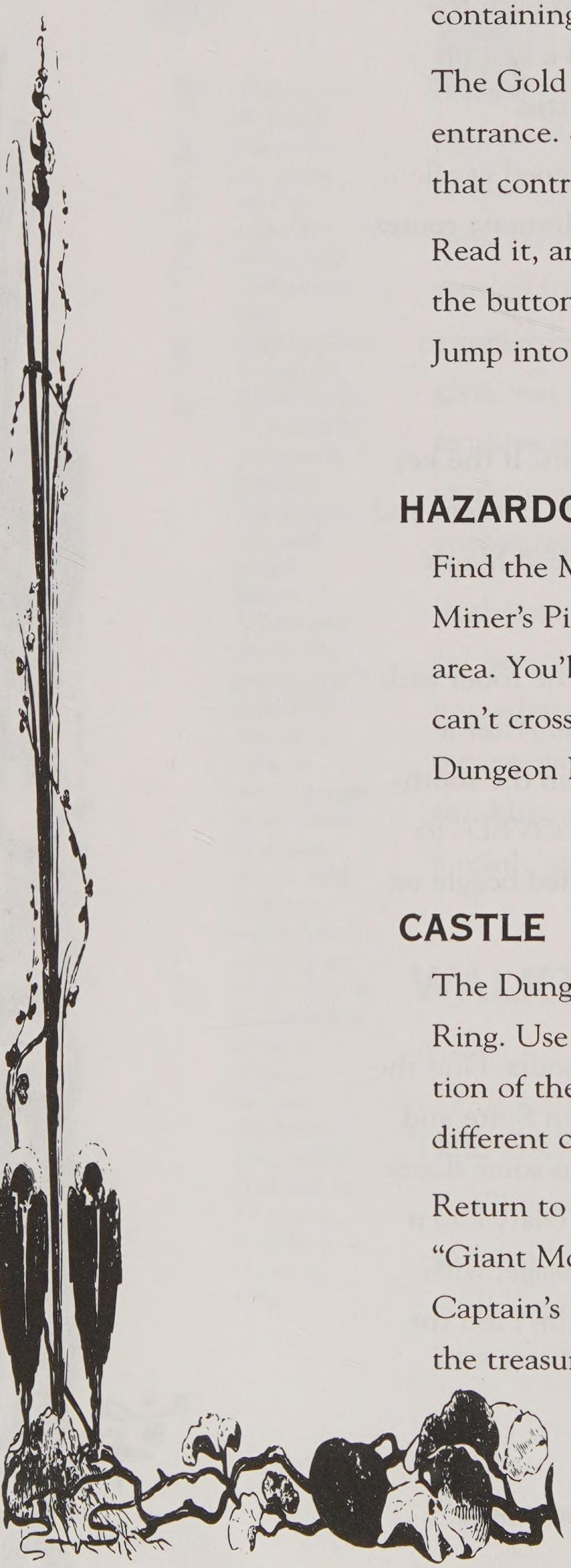
HAZARDOUS AREA

Find the Miner's Pick and the Dungeon Key. Use the Miner's Pick at crumbling walls to reach more of the area. You'll find a Bell Key, a broken bridge that you can't cross yet, and a door that can be opened with the Dungeon Key that leads back into the castle.

CASTLE

The Dungeon Key leads you to the Jolly Rogers' Decoder Ring. Use it on the Dead Man's Log to discover the location of the buried treasure. (The King's Diary uses a different code, so the ring won't let you read it.)

Return to Queequeg and tell him that the treasure is on "Giant Mountain." He gives you the password to the Captain's Den, which is "Skeleton Crew." (If you want the treasure for yourself, you'll have to kill Queequeg



now. But the treasure isn't all that great, so don't worry if he gets there first.) After defeating the Captain, use L'montes' Silver Key to open the cage and get the hook.

Climb up to the Bell Tower and use the rope to swing across the well. Open the far door with the Bell Key and get the rope. Merge the rope and the hook to get a grapnel. Use the grapnel to pull up the bridge across the chasm in the Hazardous Area.

On level 2, fight 3 rubber plants and get rubber strands from them. Find a button that takes you to the Miner's Chisel, and another button for a key.

On level 3, you'll find another rubber plant. Merge the four rubber strands to get two rubber braids, and then merge the rubber braids to get a rubber band.

On level 4 are four doorways blocked by a huge diamond. Use the Miner's Chisel in each doorway to crack the diamond all the way around, and then use it once more to shatter the diamond and meet Xorphitus. Get the Wizard Key and the Wizard Ring.

The Wizard Key opens a door on level 1 and lets you talk to a giant snake. Give him some food to get some useful information. In this same area is a gate that is a short-cut back to the castle.

MOUNTAINS

Explore the mountains, being careful not to leap into a chasm. Climb the central peak all the way to the top to get a boulder.

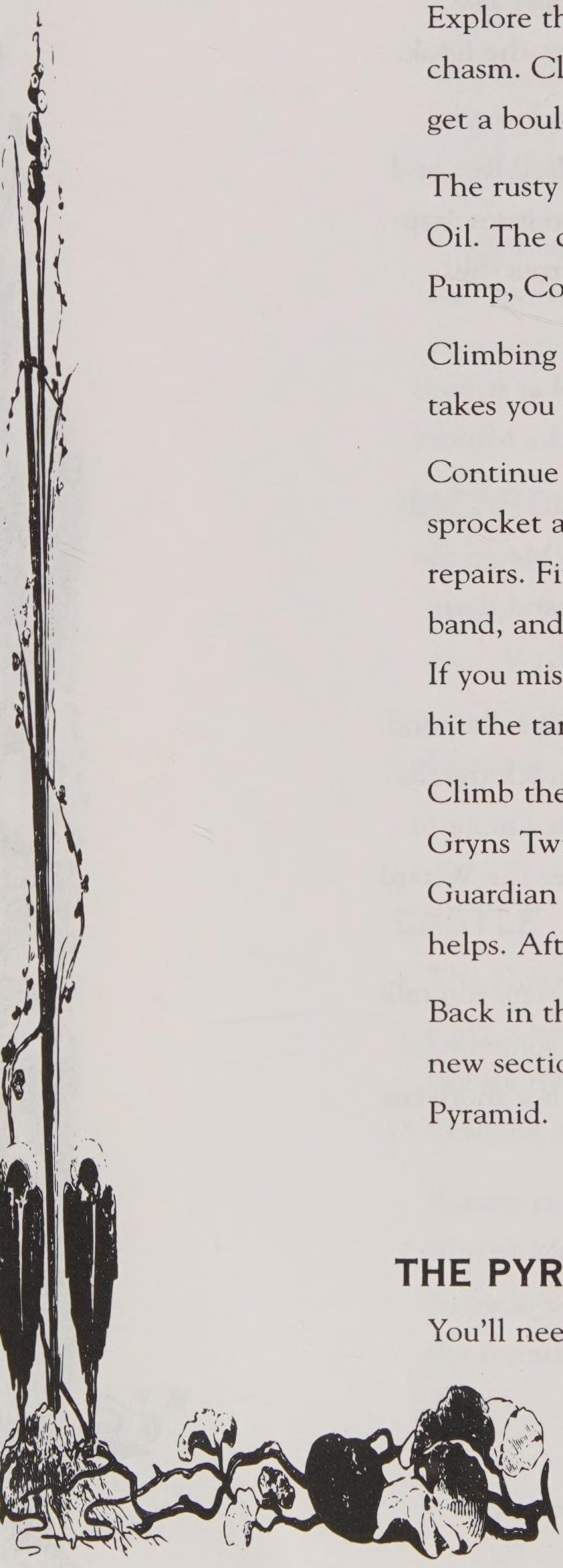
The rusty control panel can be opened using Mystery Oil. The combination to lower the drawbridge is: Safety, Pump, Coilwrap, Truss, Safety, Winder.

Climbing the central peak on the other side of the bridge takes you to the Captain's Treasure.

Continue on to a broken catapult. Get the broken sprocket and take it to Smitty in the Dwarven Mines for repairs. Fix the catapult by using the sprocket, the rubber band, and a boulder. Save the game and fire the catapult. If you miss the target, restore and try again. Once you've hit the target, a bridge opens up.

Climb the central peak in a third place to reach the Gryns Twins and the Guardian of the Rock. The Guardian is especially tough; using the Acid Splash spell helps. After killing him, get the ruby eyeball.

Back in the Gryns Twins' room, push a button to reach a new section of the mountains, and work your way to the Pyramid.



THE PYRAMID

You'll need to use the Miner's Pick a few times here.

On level 1, get the Gloop Splotch and the Empty Sack. Take the sack to the sand-filled room outside and use it to get a Sack of Sand. Use the Gloop Splotch in an area where a chest is teleporting between four alcoves. This stops the chest from teleporting and lets you get a key.

Below the pyramid is an area with several pressure-plate traps that can be deactivated by pressing buttons. When you reach the idol, save the game. Have the character with the best dexterity exchange the sack of sand for the idol. If you fail, restore and try again.

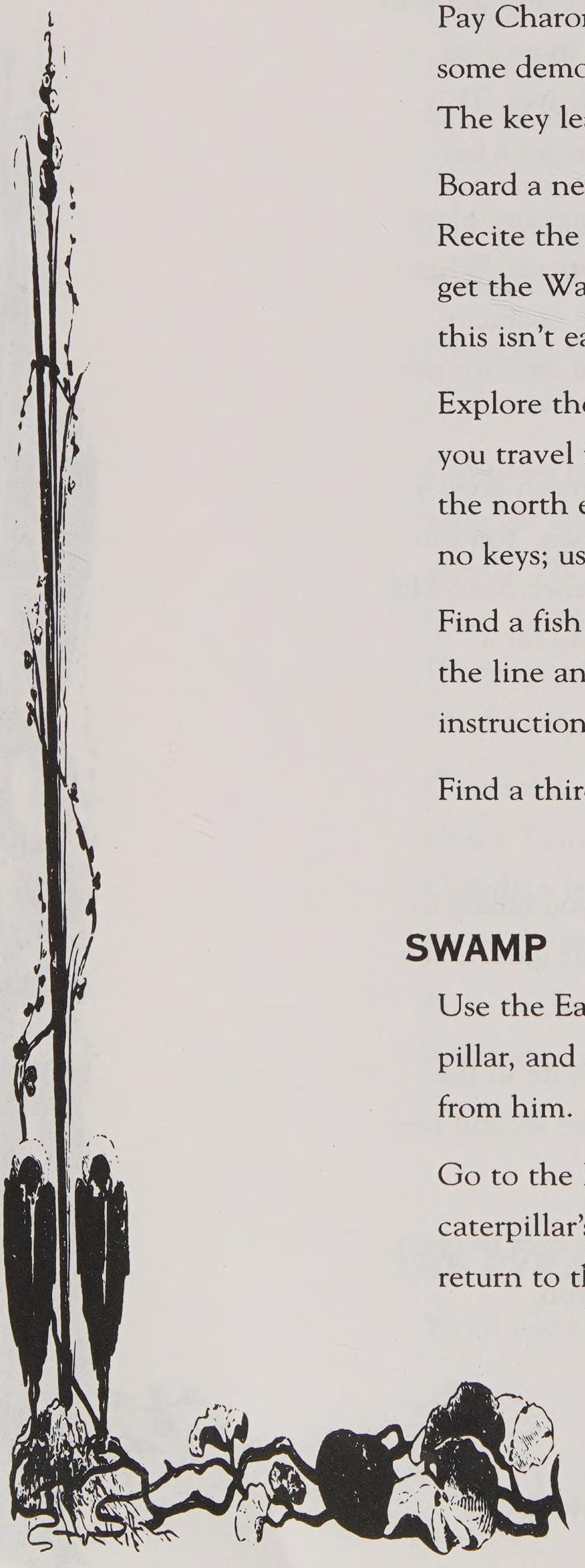
Use the idol to open a gate on level 3 and reach level 4. Talk to the queen of Amazulu and her shaman. You can buy some foot powder that enables you to reach Mau-Mu-Mu without taking damage. Kill Mau-Mu-Mu for a second ruby eyeball.

WIZARD'S LAIR

The Wizard's Lair lies near the area where you talked to the snake. Use the Wizard's Ring to open the gate. Get a Spire Key and the Wizard's Record.

Use the Spire Key to open the unexplored spire in the upper levels of the castle; you'll also need the second Key of Spades. Get the Horn of Souls there.

Go back down to the skull door and use the eyes to open it. Blow the Horn of Souls to summon Charon.



THE RIVER STYX

Pay Charon to ferry you to the Isle of the Damned. Fight some demons, and get a key and two cylinders of ash. The key leads you to the Book of Sirens.

Board a nearby raft and travel to the Isle of Sirens. Recite the appropriate lines from the Book of Sirens to get the Water Wings. (You can also kill the Sirens, but this isn't easy.)

Explore the river. The river makes a continuous loop; if you travel far enough south, you'll find yourself back at the north edge of your map. Most of the doors here have no keys; use spells or skullduggery.

Find a fish line, a fish hook, and a cork bobber. Merge the line and the hook to make fishing gear, and find instructions about where to fish to find a key.

Find a third cylinder of ash on the Isle of the Lost.

SWAMP

Use the East Exit key to enter the swamp. Find the caterpillar, and ask him about his pipe. Buy some incense from him.

Go to the Isle of the Keep and attempt to reclaim the caterpillar's pipe. Because you don't know the number, return to the caterpillar for advice.

Merge the message he gives you with the empty wine bottle, and then use the cork bobber as a stopper. Drop it at the Bottle Oracle, and travel to the Isle of the Lost to get the response. (If something goes wrong, the number is 38-23-36.)

Back on the Isle of the Keep, you'll have to fight Bork to get the pipe. Return it to the caterpillar and get some mushrooms.

ISLE OF THE DEAD

Use the Horn of Souls to summon Charon, and give him the cylinders of ash to get the Key of the Dead, which gives you access to the Isle of the Dead.

Use the cylinder of ash at the altar to open the gate, and also use some incense to deactivate a trap further on. Fight the guardians to get some keys and some especially powerful weapons and armor. When you encounter the vampire, don't try to attack it. Put up your best defensive spells and parry until it gets bored and leaves. Search to find the Queen's Key.

Get the Silver Cross from the Queen.

INTERMISSION

This is a good place to make a backup save of the game. Cosmic Forge has four different endings, and the ending

you get is controlled by two decisions that you make. The first decision is made here: You must choose whether you want to keep the Silver Cross, or throw it away. The "best" ending is the one you get from throwing away the cross, but by making a backup save here, you'll be able to replay the last half of the game and see all of the endings.

No matter what you decide, you'll need to find a button and then use the Key of Evil to open a gate. After your meeting with the King, you'll be taken to the prison.

PRISON

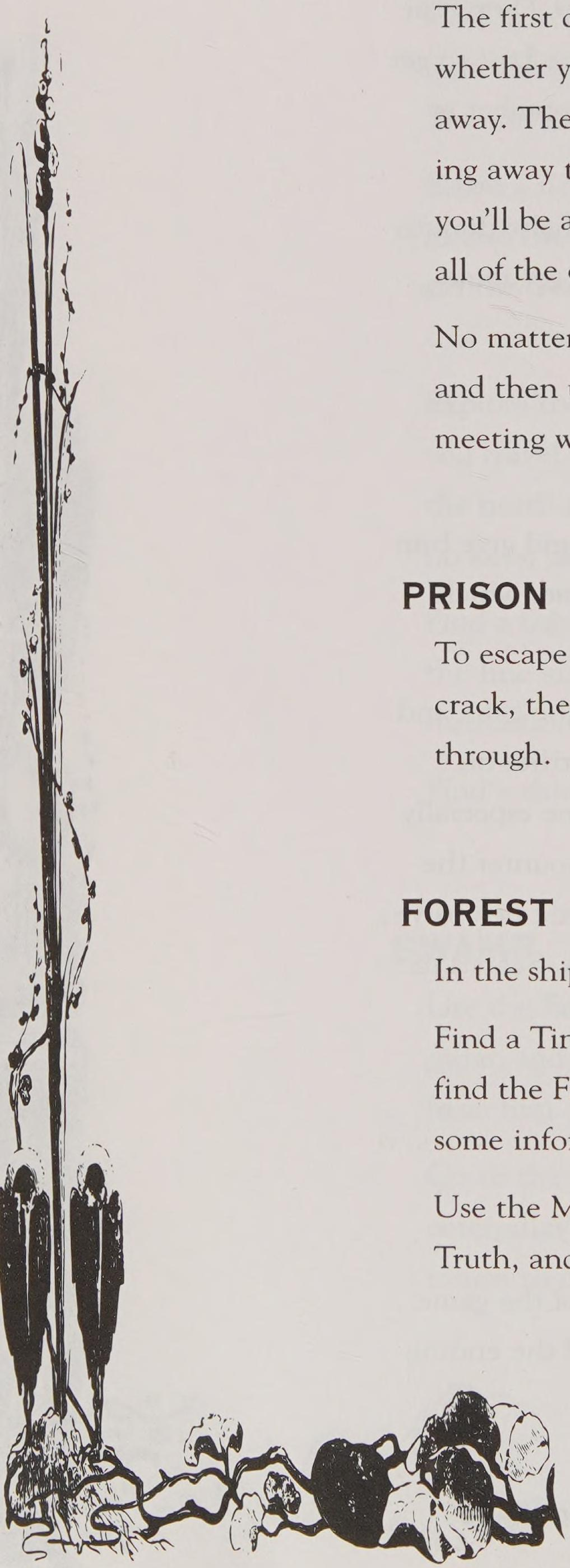
To escape from prison, search the walls until you find a crack, then eat the mushrooms to shrink and pass through.

FOREST

In the ship, get three wooden stakes.

Find a Tinker Bell and use it in the mushroom circle to find the Faerie Queen. Say "Where is the Delphi?" to get some information you'll need later.

Use the Miner's Pick to get several pieces of Rock of Truth, and find a button to get some Holy Water.



Talk to the Delphi and get the Staff of Aram. Proceed to the temple. Wear the Mask of Aram to pass the guards. Once past them, remove the mask immediately, because it drains hit points.

Equip the Staff of Aram to cross the chasm, and remove it on the far side.

Find the Key of Decision. You can only open one of the two doors, but which one doesn't make any difference. Work your way through the temple and kill Xorphitus. Tell him that you're seeking the Cosmic Forge. Walk due north, into an illusionary wall, to meet the King once more.

MEETING THE KING

If you held onto the Silver Cross earlier, then you must kill the King and Rebecca. Before entering the final room, equip the stakes and the rocks of reflection.

In the first round of battle, use the Silver Cross. With this done, you'll be able to damage your enemies with stakes and holy water. They're immune to magic, so have your spellcasters concentrate on healing and defensive spells.

On the other hand, if you dropped the Silver Cross before you talked to the King, then he'll be friendly and you won't have to fight. Be sure to say "I love you" to Rebecca to get a potent magical item.

Either way, you'll get a Ring of Stars. Use the Ring of Stars on the King's Diary to get the code for the gate.

ENDGAME

You can now make the second decision that controls which endgame you see. To find one set of endings, simply march forward and attempt to seize the Cosmic Forge.

To get the other ending, walk around the Cosmic Forge and through the Illusionary Wall to the north. Past it is a very tough locked door. It's possible to pick it, or if you befriended the King, he already gave you the key.

Past the door is Rebecca's brother. If you killed Rebecca, he'll attack; otherwise, he'll befriend you. Either way, this gets you the second set of endings.

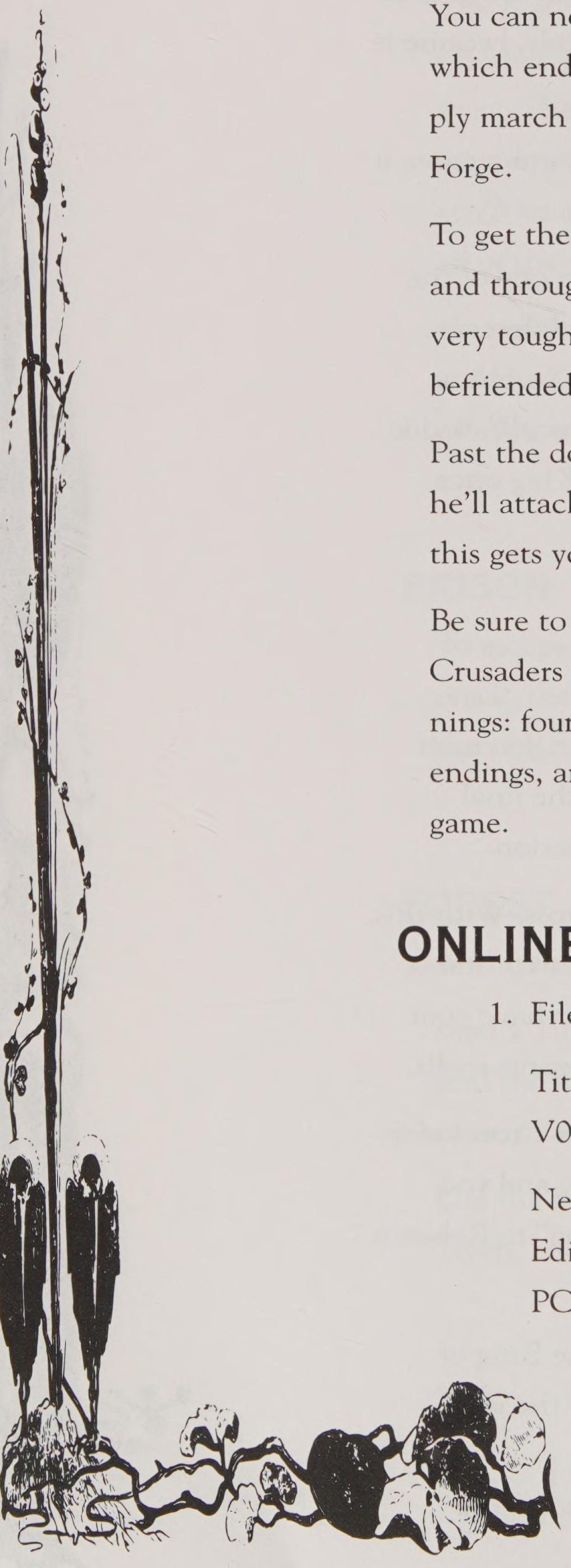
Be sure to save your completed games. The sequel, Crusaders of the Dark Savant, has five different beginnings: four for parties who reached one of the four endings, and one for characters generated solely for that game.

ONLINE SUPPORT

1. Filename: BANEC2.SEA Size: 193536

   Title: Bane the of Cosmic Forge Character Editor V0.2b (MAC)

   New version (0.2b) of BANECE.SEA. New - 1) Edit DOS version SAVEGAME.DBS and PCFILE.DBS (as well as Mac). 2) Move



characters between save files. 3) Transfer characters Mac <-> DOS. Ray Holmes. (Self extracting archive)

2. Filename: W6SAVE.ZIP Size: 54967

   Title: Bane of the Cosmic Forge - Saved Games (IBM)

   This ZIP file contains 3 saved games for Wizardry: Bane of the Cosmic Forge, which represent the three "official" endings of the game. Unpack the file with PKUNZIP or similar utilities and read the file PARTY.DOC for a brief description of the party characters and the three saved games.

WIZARDRY VII: CRUSADERS OF THE DARK SAVANT

VITAL INFORMATION

Publisher	Sir-Tech
CD-ROM	No
Completion Time	100 hours
Perspective/View	First person
Movement	Step
Combat	Turn-based
Automapping	No
Diary	No
Party Size (Maximum)	6
Save/Restore Game	Anytime, except combat

OVERALL DIFFICULTY **HARD**

PART III

POWER TIPS

1. Try to make friends with as many of the alien search parties as possible. The aliens have their own alliances and enmities, and if you spend too much time talking to one group, you'll upset their enemies. If you talk to everyone more or less equally, then you'll be able to maintain tolerable relations with all the races.

   A high diplomacy skill helps, of course.

   If you get too far out of balance, try visiting the merchants in New City. They're more likely to forgive diplomatic problems, and talking to them helps your relations with their allies.

2. The key to solving the more difficult puzzles is to find the various "maps" scattered around. (These aren't literal maps, but clues you need to solve various puzzles.)

   The maps start out in chests, but the rival parties can beat you there and get the maps. When this happens, you'll need to ask about "Rumors" to find out who's currently holding the map, and then try to track them down before someone else steals it from them. You can buy the map, or win it in combat.

   To finish the game, you'll need to physically be holding the "Legend" map. You can get rid of the other maps once you've copied down the information on them.

ABOUT THE GAME

Crusaders Of The Dark Savant, is, without a doubt, the most challenging and intricate of the games described in Part III of this book.

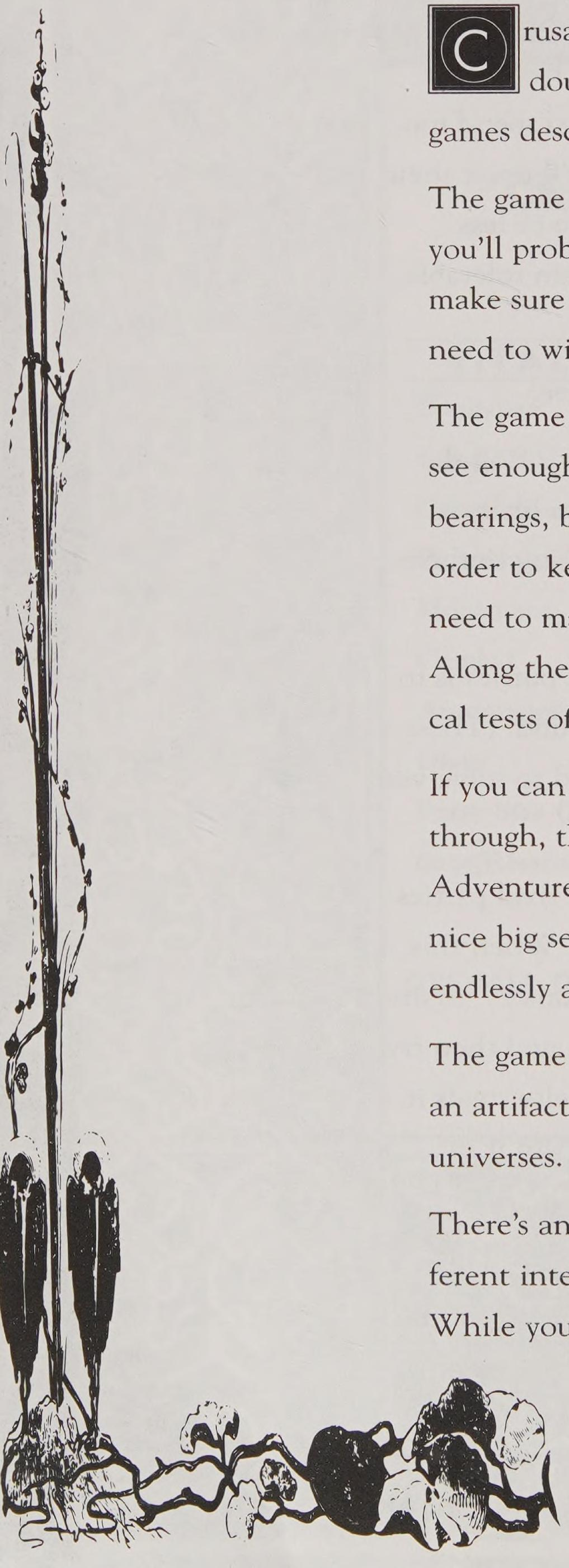
The game map contains perhaps 20,000 squares, and you'll probably wind up visiting each and every one to make sure that you haven't missed any items that you need to win the game.

The game has only limited automap capabilities. You can see enough of your immediate surroundings to get your bearings, but there's no way to get the big picture, and in order to keep track of which areas you've explored, you'll need to manually chart each location on graph paper. Along the way, you'll run into some of the most diabolical tests of your mapping skills ever devised.

If you can finish this game, even with the help of a walk-through, then you can consider yourself a Master Adventurer. You should paste your maps together, find a nice big section of wall to hang them up on, and brag endlessly about your accomplishment to all your friends.

The game chronicles the search for the Astral Dominae, an artifact with the power to create and destroy whole universes.

There's an interesting twist: Representatives of three different interstellar empires are also seeking this item. While you play, you'll frequently encounter other parties



who are competing with you. You can negotiate with them, exchange information, and try to reach a fragile peace with them, but, never forget that in the end, only one group can own the Astral Dominae.

WALKTHROUGH

STARTING OUT

If you have a new party, you'll start the game in the wilderness near the starter dungeon. Work your way southwest to find a chest containing the mapping kit. There are some tough battles, so you might want to build up a little experience in the starter dungeon to the east, first.

If you're importing a party from Bane Of The Cosmic Forge, then the game starts elsewhere, depending on which ending you reached, and you'll already have a mapping kit. You'll be near a road, so all you have to do is find the nearest town to get your bearings. You can explore the town and do the quests there, or you can follow the road to New City.

In any case, don't stick to the roads too closely. There is lots of experience to be found by exploring the woods on the sides of the road. From the starting area, you should explore everything between the field of orchids and the entrance to New City.

STARTER DUNGEON

Your primary goal is to build up experience and get some nice treasure; be sure to find the fountain that regenerates health and stamina so you don't have to waste time sleeping. Examine the walls for buttons to secret doors. When you learn the Detect Secret spell, you'll find these automatically just by walking by them.

Find the parchment that directs you to Palukes store in New City.

NEW CITY

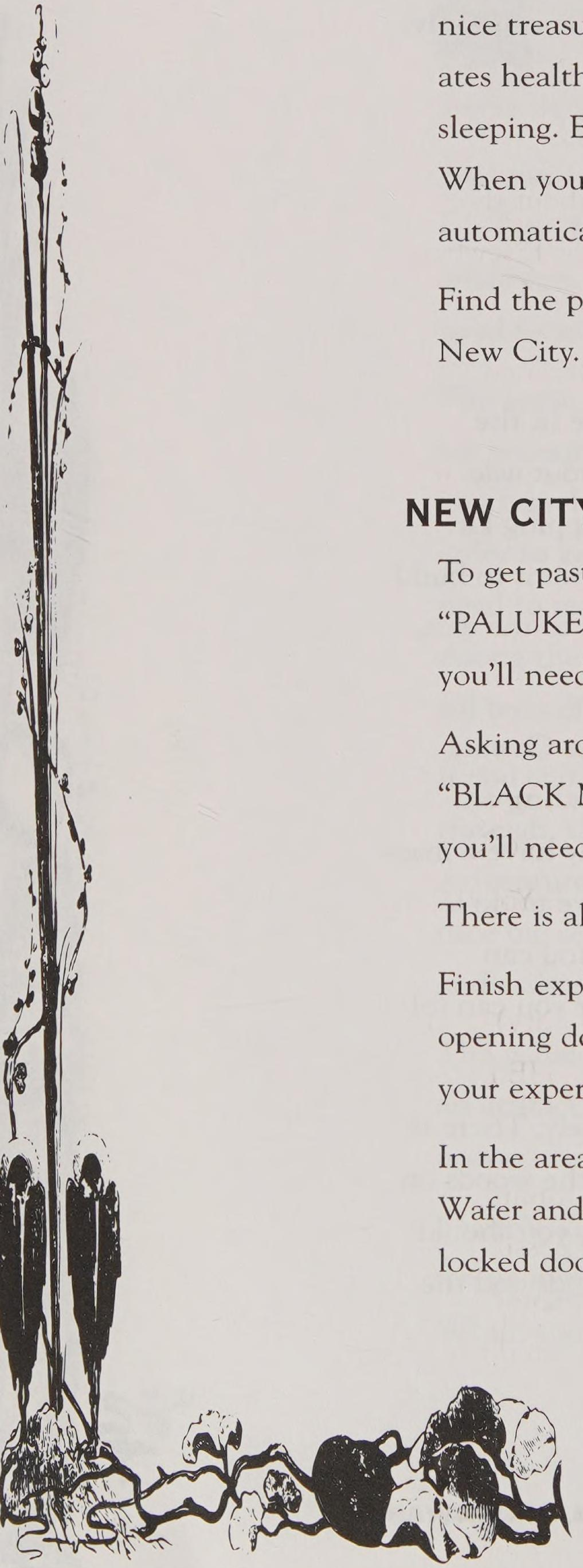
To get past the guard, tell him that you want to visit "PALUKES." Be sure to buy some bananas in Palukes; you'll need them later.

Asking around in the Inn tells you that there is a "BLACK MARKET" in the City; that is the password you'll need in order to enter it.

There is also a magic store, which is open only at night.

Finish exploring the city. If you have trouble fighting or opening doors, explore the eastern wilderness to increase your experience.

In the area with the Dark Savant's troopers, find a Black Wafer and examine it to get the color code for the locked door, "BYYR."



Also find a key to free Boerigard, and get some messages from him.

Break into the bank vault, and find a penny. Use it to enter the Curio Shop. Try to take the Wand Majestik; you'll wind up with a Rebus Egge instead.

Talk to Professor Wunderland, and ask him about the Archives. He'll give you a key to the Old City. Elsewhere in his house, you'll find the Book of Fables.

The Old City key opens a door in the "Condemned Area." The Legend Map starts out in this area, but it's almost impossible to reach before another party picks it up. Track down the map in your spare time; you need it to finish the game.

ORKOGRE

Leave New City to the east, and work your way north along the central road. Give Boerigard's letter to Galiere, and then start exploring the woods to the west. You'll find a ladder to Orkogre castle.

Inside the castle, use the bananas (from New City) to get past the ape. Talk to the King, and tell him "THE DARTAEN ALLIANCE IS BROKEN" for a key.

By now, you should have gotten some Munk Innards, a Polished Steel Plate, some Bone Combs, and possibly the Temple Map. (If you can't find the map, then someone else got there first, and you'll need to track them down later.)

In the corridor with the blood stain, search to find a beam of light. Use the Polished Steel Plate to open the door into the Outer Sanctum. Find some keys.

The keys open cells in the dungeon, one of which leads you to the Inner Sanctum and gets you the Bonsai Tree. Some of the battles here are tough, so you might need to leave and try again later.

NEW CITY

If you haven't done so already, start using skill points to increase your swimming ability. When every character has a skill of 10, you'll be able to swim one square with no risk of drowning. Practice swimming to build up everyone's skill and increase your range.

Once your swimming skill is high enough, swim to the statue in the fountain in New City and get the moonstone. Nearby is a temple where you can get the password "SLAY NOT HE THAT CANNOT HEAR." Buy some Holy Water in the temple, too.

Leave New City and travel toward Munkharama. Halfway there, you'll encounter Brother Tshober. Give him the password, and he'll give you the Cable Trolley. This can be used to cross the nearby river.

MUNKHARAMA

The answer to the well riddle is "COIN." Use the coins to unlock various doors.

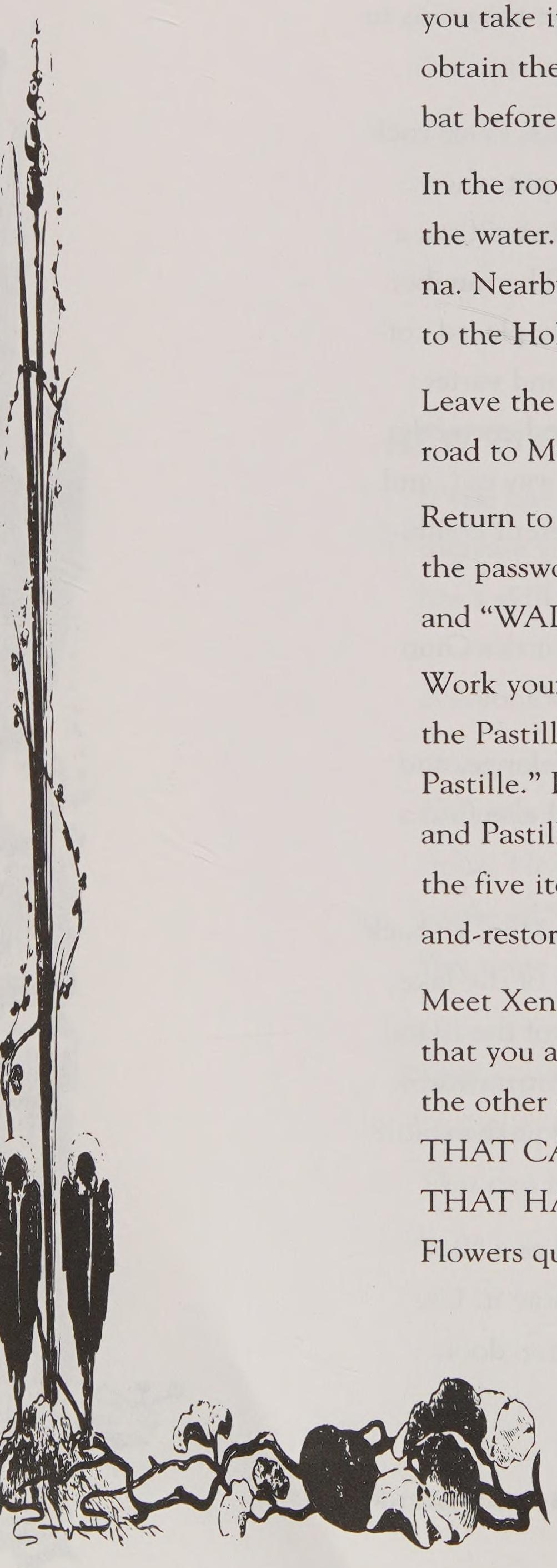
Elsewhere, you'll find four beans and four urns. Place each bean in an urn, making a note of which was put where. Pull the lever in the center of the room, and you'll see a combination of four black and white lights. The number of black lights is the number of beans that are placed correctly. (The solution is generated randomly and varies from game to game.) If the beans aren't placed correctly, you'll be dropped down into a pit; find your way out, and the beans are reset so that you can try a different combination. When you solve this, a door opens.

Talk to Brother Moser, and to the doorman at the Gran Melange.

Return to Moser, ask him about the Gran Melange, and he'll give you some passwords for later. You'll also find a healing fountain in this area.

Following the advice you got on the Temple Map, go back upstairs and swim to the island in the center of the lake. Search the four water squares in the corners of the island to find four coins, and use them on the four urns nearby. Finally, use the Moonstone (from New City) at the statue and fall into a dungeon.

At one point, you'll find an object described as a "Bo," which turns into a "Notched Stick" if you assay it. Use this on a hole in the wall to close a nearby trap door.



Past the trap door, you'll see a Black Globe. Save before you take it. Some party members are paralyzed when you obtain the Black Globe, and you'll be dumped into combat before they can recover.

In the room with the large pool, find a fountain across the water. Swim to it, and drink from it to restore stamina. Nearby is the button for a secret door that leads you to the Holy Work.

Leave the dungeon. You'll emerge in a field, just off the road to Munkharama.

Return to the Gran Melange with the Holy Work. Use the passwords you got from Moser: "INNER DREAMS" and "WALK THE LAND OF THE LIVING DEAD."

Work your way through the maze, and find the Pipe and the Pastille. Merge the two items to form a "Pipe and Pastille." Pass through the black door and use the Pipe and Pastille to break your trance. You can only get one of the five items you're offered, so you might want to save-and-restore to find out which one you like best.

Meet Xen Xhang. He gives you one of the two phrases that you and Brother Tshober used; you should give him the other one in response. (They are: "SLAY NOT HE THAT CANNOT HEAR" and "BE THANKFUL YE THAT HAVE AN EAR.") He'll send you on the Five Flowers quest.

UKPYR

Follow the road to Ukpyr. If the Umpani won't let you in, go back to New City and talk to the Umpani in the Black Market to improve your relations.

Offer to enlist in the Umpani army, and explore the city. You'll find a security code and some starmap coordinates.

Buy your kit, and practice shooting at the firing range. (This also gives your characters the Firearms skill.)

Return to your commanding officer and he'll send you off to kill some T'Rang. The T'Rang make you a counteroffer; you'll have to decide who you want to side with. You get the biggest reward by offering to help the T'Rang at first, but then attacking them instead.

In either case, you'll find three of the flowers for Xen Xhang in this area. You'll also find a location where you see a crow and get a sudden chill. Make a note of where this is for later.

If you decide to ally with the T'Rang, the information you need can be found on a starmap in Ukpyr: "S:48,9 D:34,82,+17."

If you give them this, then they'll invade, and you'll be unable to do any more missions for the Umpani. Move on to the next section of the walkthrough.

If you side with the Umpani and kill the T'Rang, then you'll be given a message to deliver to Rodan Lewarx in New City.

You'll also get a Humpa Card, which allows you to activate the teleporter between Ukpyr and New City and makes it a lot easier to get around. In the Umpani building in New City, use the Ukpyr Security Code 2723539 to open a door and get the Comm-Link device.

For your final mission, you'll be give a Thermal Pineapple and be told to use it in Nyctalinth.

NYCTALINTH

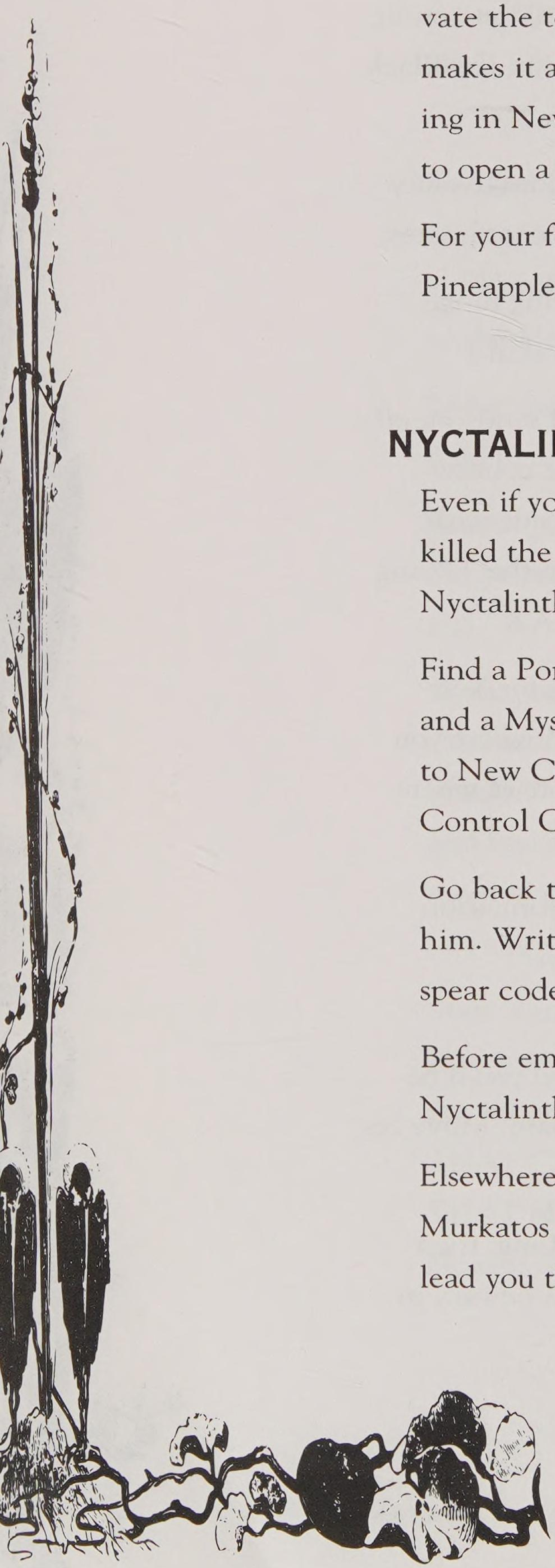
Even if you've completed missions for the Umpani and killed the T'Rang spies, you can still do missions for the Nyctalinth T'Rang.

Find a Port Book, a TX-coder, a computer access code, and a Mystery Ray. H'Jenn-ra lets you use the teleporter to New City, where you can talk to Shritis and get a Control Card.

Go back to H'Jenn-Ra, and offer to get the boat map for him. Write down the information he gives you about the spear code.

Before embarking on this quest, finish exploring Nyctalinth.

Elsewhere in the city, you'll encounter the ghost of Murkatos (who you first met in Orkogre castle). He'll lead you through a solid wall and into a graveyard.



GRAVEYARD

Find a shovel here. Don't enter the room with the ghost; you won't be able to get back anything he steals. Instead, use the shovel in the place Murkatos mentioned in your first meeting: the grave of Notera Formi. This takes you to the Nyctalinth dungeon.

Inside the dungeon, searching around a statue and then digging gets you the TYDNAB EMYT idol.

Upstairs, you'll find the T'rang eggs. Use the Thermal Pineapple on the eggs, and then confront H'Jenn-Ra. He'll attack; you should be able to get the Dragon Map by defeating him.

Go back into the graveyard and use the TYDNAB EMYT idol to slow down the ghost and keep him from stealing the Crux of Crossing.

Make sure that you have the Remove Curse spell, and equip the Crux to pass through the force field. Once on the other side, get the Serpent Map, uncurse the Crux, and remove it.

Before leaving Nyctalinth, find the three broken Savant Troopers and use the Mystery Ray on them. One of them gives you another computer code.

NEW CITY

Using the various pieces of equipment found in Nyctalinth, we're ready to hack into the Dark Savant's Computer.

Use the Control Card in the Forbidden Zone to get access to the terminal. Use the Comm-Link device (from the Umpani building in New City) on the terminal. Use the commands: "023@41A2," "BLACK SHIP COMMAND," "PERSONNEL FILES," and "VI DOMINA" to meet Vi Domina. After she's thrown in jail, use the commands "018@67C1," and "CENTRAL SECURITY ACCESS" to unlock Vi's cell. Get Vitalia's Device from her.

RATTKIN RUINS

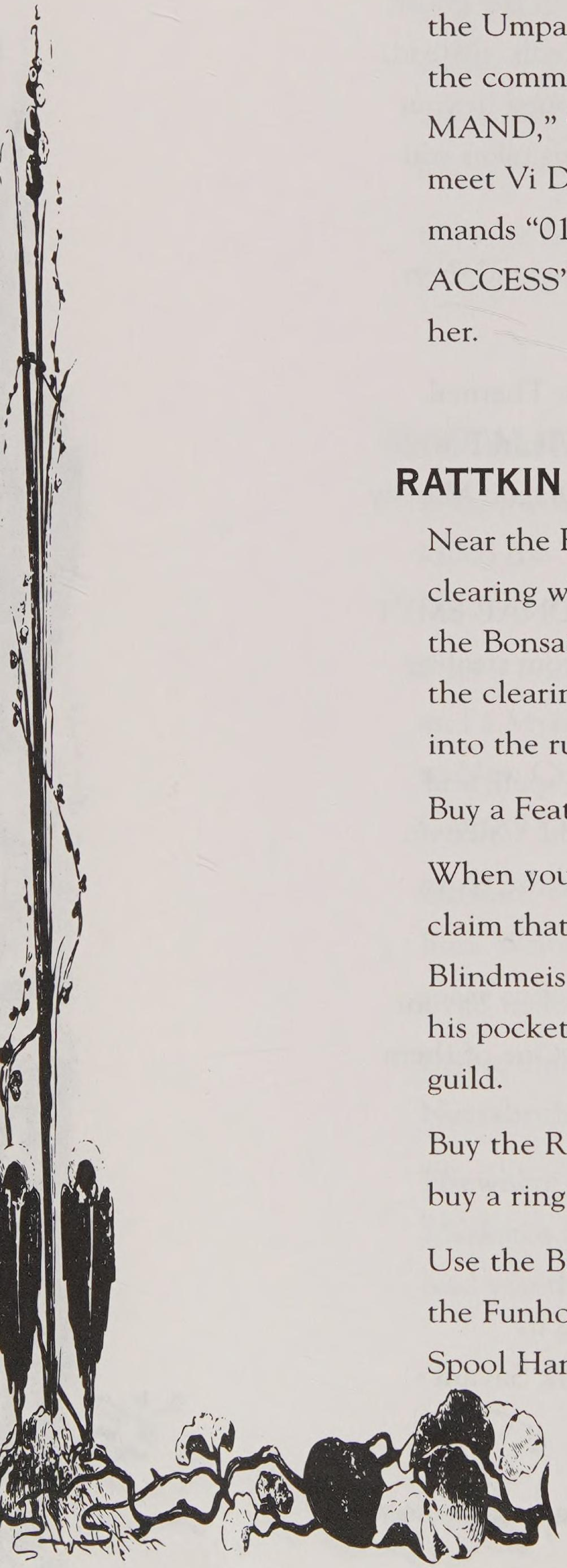
Near the Rattkin Ruins, and off the main road, is a small clearing where you'll have to fight a bunch of trees. Use the Bonsai Tree from the Orkogre Castle in the center of the clearing. With this done, a friendly tree lifts you up into the ruins.

Buy a Featherweight potion from Bertie.

When you try to get into the Thieves' Guild, they'll claim that you can't even steal from a blind man. Well, Blindmeis is the only blind person around, so try to pick his pocket. You'll get a ring; equip it for admission to the guild.

Buy the Red Rubber Ball from the guild. You can also buy a ring that gives you the Reflexion skill.

Use the Ball on the door with the clown face to enter the Funhouse. Find a Wooden Dowel, an Iron Pyramid, a Spool Handle, and a Rubber Band.



In the room with the see-saw, step on one end to make a chain descend. Use the Iron Pyramid and attach it to the chain. Elsewhere, use the Spool Handle to wind up the chain and use the Rubber Band on the strange device. Go back to the see-saw, drink the featherweight potion, and step on the see-saw to propel yourself upward.

Meet Barlone. The first thing he wants is some information on T'Rang spaceships. You can get this by using the TX-Coder on the Portbook and getting the code "088:53."

Afterward, he'll offer to sell you all of his treasure for 40,000 gold. The treasure is random, but you can expect to get more-or-less a fair deal.

Jump into a trough. You'll bounce off a grate and find a ball and a Bar-and-Rope. Throw the ball at the target; when you hit it, the grate opens. Jump into the trough a second time, and you'll reach a new area.

In the new area, find a hole where you can insert the Bar-and-Rope.

Experiment with the switches on the water slide. You want to find a combination that sends you to the Bar-and-Rope so that you can climb up it.

From there, get a black ball and drop it into a tube, and use the wooden dowel on a hole in the wall. Go to the strange machine, and you'll be taken to the rack of spears.

H'Jenn-Ra told you the combination to use here: 534261. This leads you to the Boat Map, and to an exit into an isolated section of the wilderness.

WILDERNESS

In the wilderness, find another flower for Xen Xhang, and four pieces of vine. Merge the vines into a single long rope.

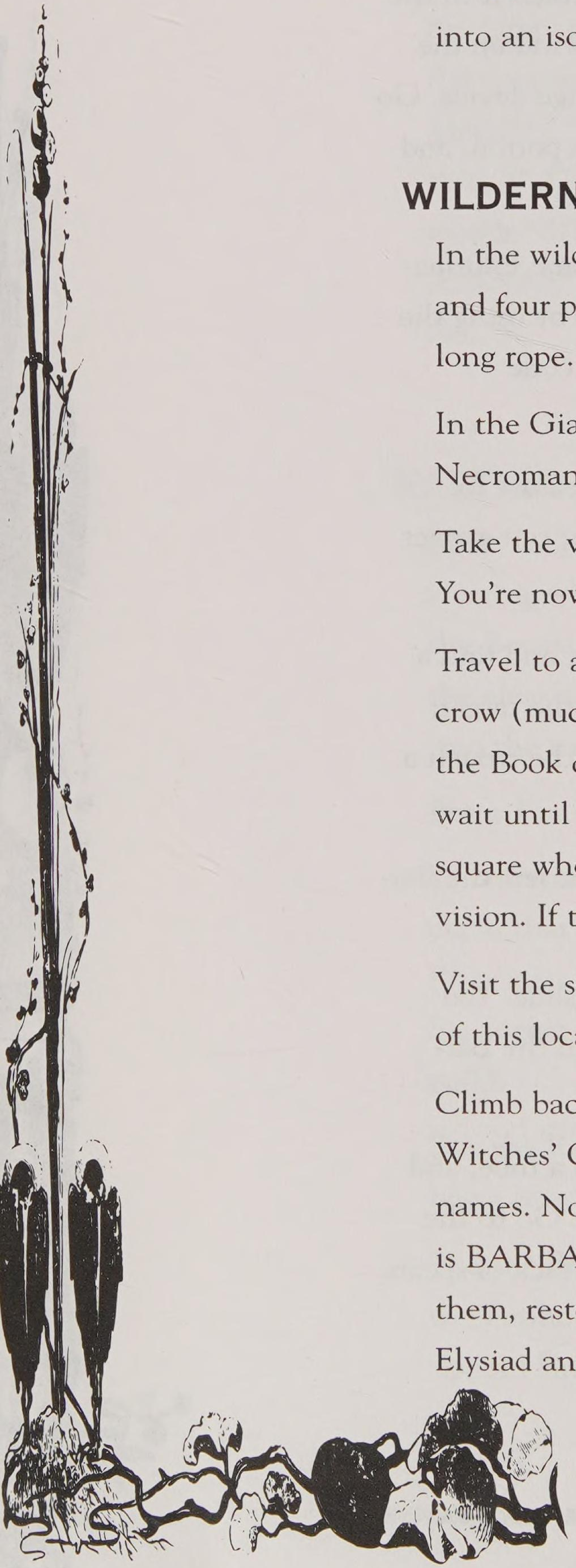
In the Giant Cave, find the fifth flower and the Necromantic Helm.

Take the vine to the edge of the cliff and climb down. You're now in the forest north of Ukpyr.

Travel to a location near the place where you saw the crow (much earlier in the game). Following the hints in the Book of Fables, equip the Necromantic Helm, and wait until the sky is completely black. Step into the square where you saw the crow, and you should receive a vision. If this doesn't happen, then your timing is off.

Visit the squares immediately north, south, east, and west of this location to learn the witches' names.

Climb back up the vine and find the entrance to the Witches' Cave. Defeat the four witches by using their names. North is NARALDA, South is XANDASA, East is BARBANA, and West is CARMELA. After defeating them, restore the good witch, and she'll give you the Elysiad and the Sphynx Map.



The Sphynx Cave is in the Wilderness north of Ukpyr, at the bottom of the vine rope. The Sphynx Map tells you to bring the Rebus Egge in contact with salt. You should already have the Rebus Egge from the Curio Shop in New City, and a pile of salt can be found in the cave. Using the Egge there will get you the Wand Majestik.

You're now ready to complete the Five Flowers Quest. Xen Xhang is gone, but he's left a note for you: Merge the Red and Blue flowers, and the Yellow and Purple flowers, and then merge the two combinations. Merge the White flower with Holy Water (bought in New City), and finally merge the two remaining items. You now have a Snakespeed Potion.

DIONYSCEUS

With the Boat Map, you're ready to start exploring the sea, but first you should finish up the mainland.

Head back to Nyctalinth, and walk south to Dionysceus. On the way, you'll have the opportunity to rescue a Helazoid from the T'Rang.

In Dionysceus, buy 6 units of Jonga Powder. Each level of the tower has an urn where you can use Jonga Powder to deactivate many of that level's traps.

Get the Ashes of Diam, and find a Golden Idol, which you can place on an altar to open a door.

On level 3, kill the Beast to get the password "MOO." Meditate on the word at the proper location, and you'll either fall asleep or gain the Mind Control skill. Meditate repeatedly to build up your skill.

Level 4 is a diabolical teleport maze. Map carefully; your automap helps you see where you are in relation to corridors that you've already explored. Find the Stone of Gates here.

Further on, find the Book of Immortals and Magna Dane. Go to the appropriate location, and use the Munk Innards (from Orkogre Castle), the Ashes of Diam, and the Stone of Gates to summon the demon. Use the Book of Immortals in battle.

Kill the demon, get the Cornu, and then go back to Magna Dane. You'll have to kill him, too.

Dane's Ring of Demons opens a grate, and using the Cornu gives you access to a chest containing the Coil of Serpents and the Crystal Map.

THE BOAT

Make sure that you've explored all of the Wilderness that you want. Also, note that the wandering parties stay on the mainland, so you'll want to track down the Legend Map if you don't have it already.

Go back to the Curio Shop in New City, and use the following combination on the heads: Scared, Angry, Laughing, Silent, Surprised, Happy. Board the boat, and use Wikum's Powerglobe (from Munkharama) to activate it.

There is nothing important on the ocean, or in the new wilderness areas that can be reached from it. There are lots and lots of monsters, though, so only explore if you want to build up experience.

DRAGON CAVE

Find the cliffs to the southeast of town. Wait until the sky is pitch black, and carefully examine the cliffs until you find a section that's illuminated. Use the Coil of the Serpent from Dane Tower to open a secret door into a hidden lagoon.

Kill Brombadeg, and explore the five caverns that lead off from the lagoon. One of them gets you the Dragon Key, and another leads you to the City of Sky.

CITY OF SKY

Here's a good test of your mapping skills. You must work your way through a maze of invisible glass walls. Some of the walls are "one-way," so you can pass through them but not back.

If you rescued Jan-Ette near Nyctalinth, the Queen teaches you the Eagle Eye skill. Nearby is the Great Test, but you're not ready for it yet. Head off to the Isle of Crypts.

ISLE OF CRYPTS

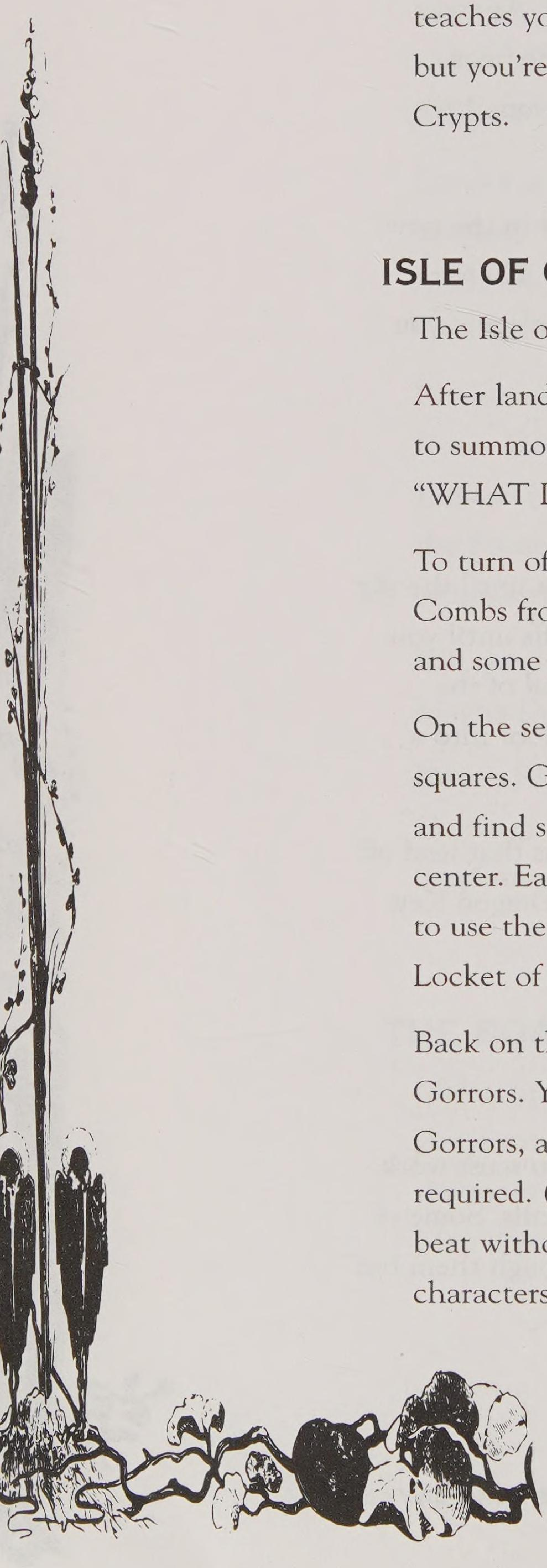
The Isle of Crypts is due south of New City.

After landing, use the Wand Majestik from Sphynx Cave to summon the Sphynx. The answer to her riddle is "WHAT IS MAN?".

To turn off the traps on the first level, use the Bone Combs from Orkogre Castle on the dead Gorn Queen, and some Jonga Powder from Dane Tower in the urn.

On the second level, check for buttons on the water squares. Get the Jewel of the Sun. Go back to your boat and find some nearby islands with solid blocks in the center. Each block has an illusionary wall; walk into one to use the Jewel, and then into the other to get the Locket of the Tomb.

Back on the second level, you'll find the Chamber of Gorrors. You can test your fighting skills against the six Gorrors, and get some nice treasures, but this isn't required. (Two of the Gorrors are almost impossible to beat without using a cheat program to get super-powerful characters.)



Find the Gaelin Stone, and use the Legend Map on it to get an important key. Also note the pattern of symbols on the Gaelin Stone.

Next is the Hall of the Past. This is a fantastically complicated 3-D 8×8×8 maze. With great patience, you'll eventually be able to work your way to a chest containing the Star Map, which is needed for Sky City.

SKY CITY

Return to Sky City to take the Great Test.

The answer to the first question is PHOONZANG.

The combination for the second test is: Pyramid, Cross, Serpent, Dragon, Wand, Skull, Gate, Star. (The clues for this are on the Star Map and the Gaelin Stone.)

This takes you to the spaceship. The password you need is PHOONZANG; entering will give you the Globe Map and the Ring of the Globe.

ISLE OF THE CRYPTS

Travel back to the Hall of the Past. You'll find eight buttons; the solution to this puzzle is given on the Crystal Map: Dragon, Tower, Moon, Cross, Skull, Sun, Star, Egg. Equip the Locket of the Tomb and enter the pentagram.

In the next section, find the eight tiles with symbols and step on them in any order.

Find a crack in the floor.

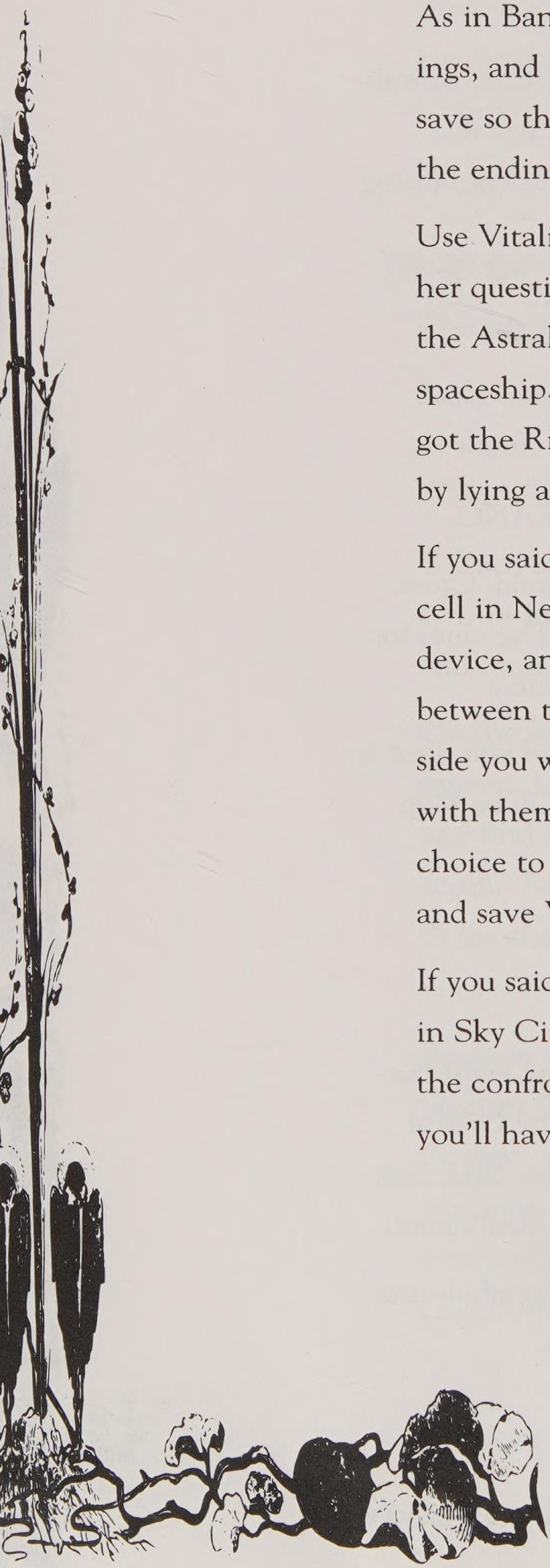
ENDGAME

As in Bane of the Cosmic Forge, there are multiple endings, and the first decision point is here. Make a backup save so that you'll be able to restore and see the rest of the endings.

Use Vitalia's Device to summon Vi. Answer "Yes" to all her questions, and she'll use the Ring of the Globe to get the Astral Dominae. She'll then ask you if you have a spaceship. Of course, you do, because that's where you got the Ring. But you can get a different set of endings by lying and saying that you don't have a ship.

If you said you didn't have a ship, Vi directs you to the cell in New City where you found her. Use Vitalia's device, and you'll be caught up in the final battle between the Umpani and the T'Rang. Choose which side you want to fight on, and the victors let you ride with them on their ship. You'll then be given a second choice to let the Dark Savant have the Astral Dominae and save Vi's life, or to keep the Dominae and let Vi die.

If you said you did have a ship, Vi sends you to the ship in Sky City. Once you've summoned her, you'll only get the confrontation with the Dark Savant, after which, you'll have to chase him by yourself.



ONLINE SUPPORT

1. WIZ7PC.DBS Size: 9368

   Title: Crusaders Character File (IBM)

   PCFILE.DBS for Crusaders Of The Dark Savant aka Wizardry VII. Contains at least one of every profession. Copy to your CDS directory. Rename PCFILE.DBS and then rename WIZ7PC.DBS to PCFILE.DBS. Use the character menu to review the characters available in this file.

2. CDSSTART.ZIP Size: 3233

   Title: Wizardry VII: Crusaders Savegame (IBM)

   Tired of trying to roll good characters for Crusaders Of The Dark Savant? This savegame gives you a novice party: faerie ninja, rawulf lord, felpurr samurai, elven monk, dwarven valkyrie, and dracon bard. Game saved at the very beginning. All characters can fight and cast spells; the faerie ninja can use the Cane of Corpus. Have fun; kick some monster butt.

3. WZ7FAQ.ZIP Size: 17624

   Title: Wizardry VII: Crusaders Of The Dark Savant FAQ (ZIP)

   The latest FAQ (frequently asked questions) for WIZARDRY VII, from Internet.

4. CDSMAP.ZIP Size: 566981

   Title: Crusaders Of The Dark Savant Walkthrough Maps (GIF)

   This file contains the maps designed to accompany the complete CDS walkthrough in CDSWT.ZIP which is also available in this library. There are 79 maps, each in GIF format. The maps are keyed to the walkthrough.

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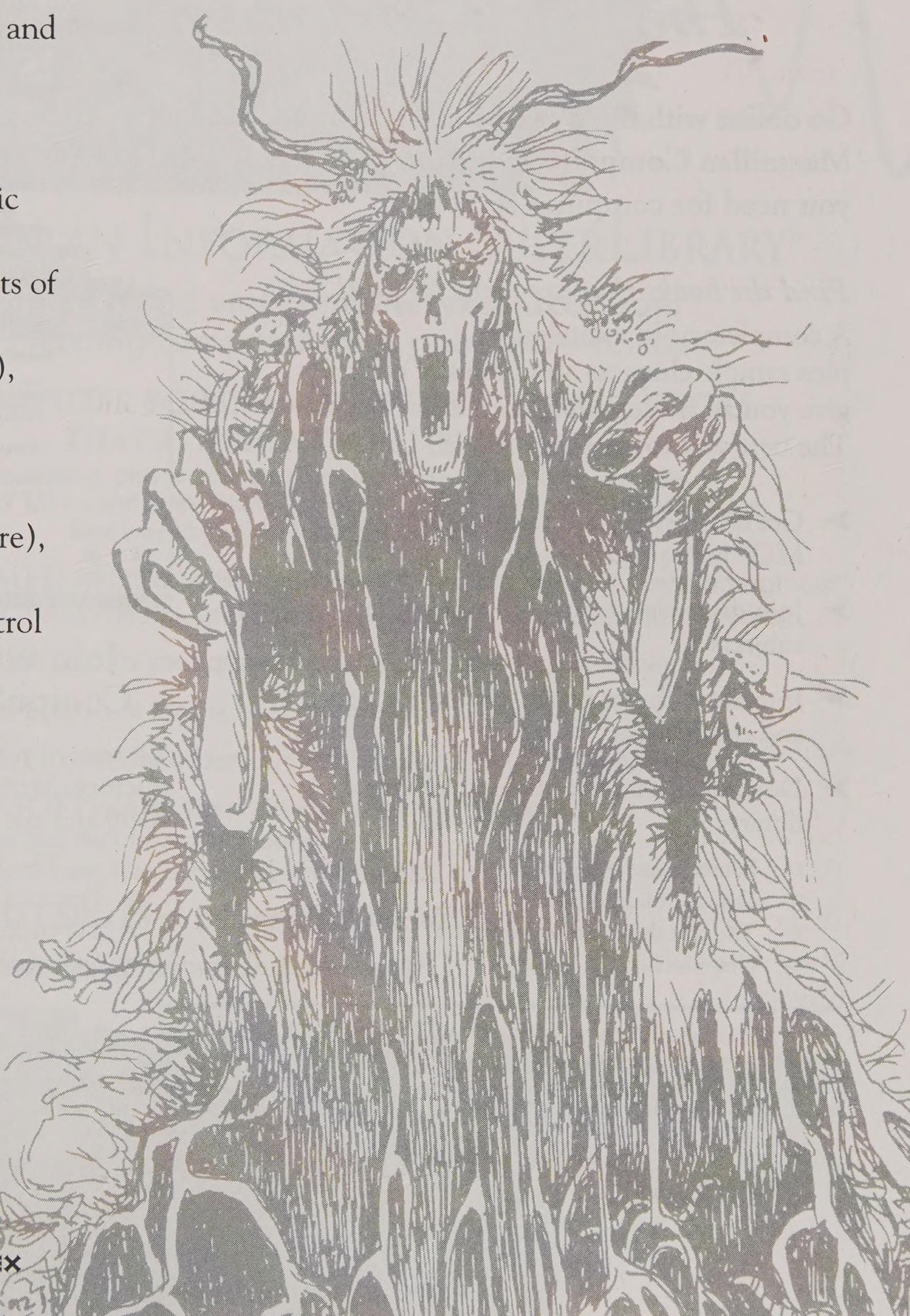

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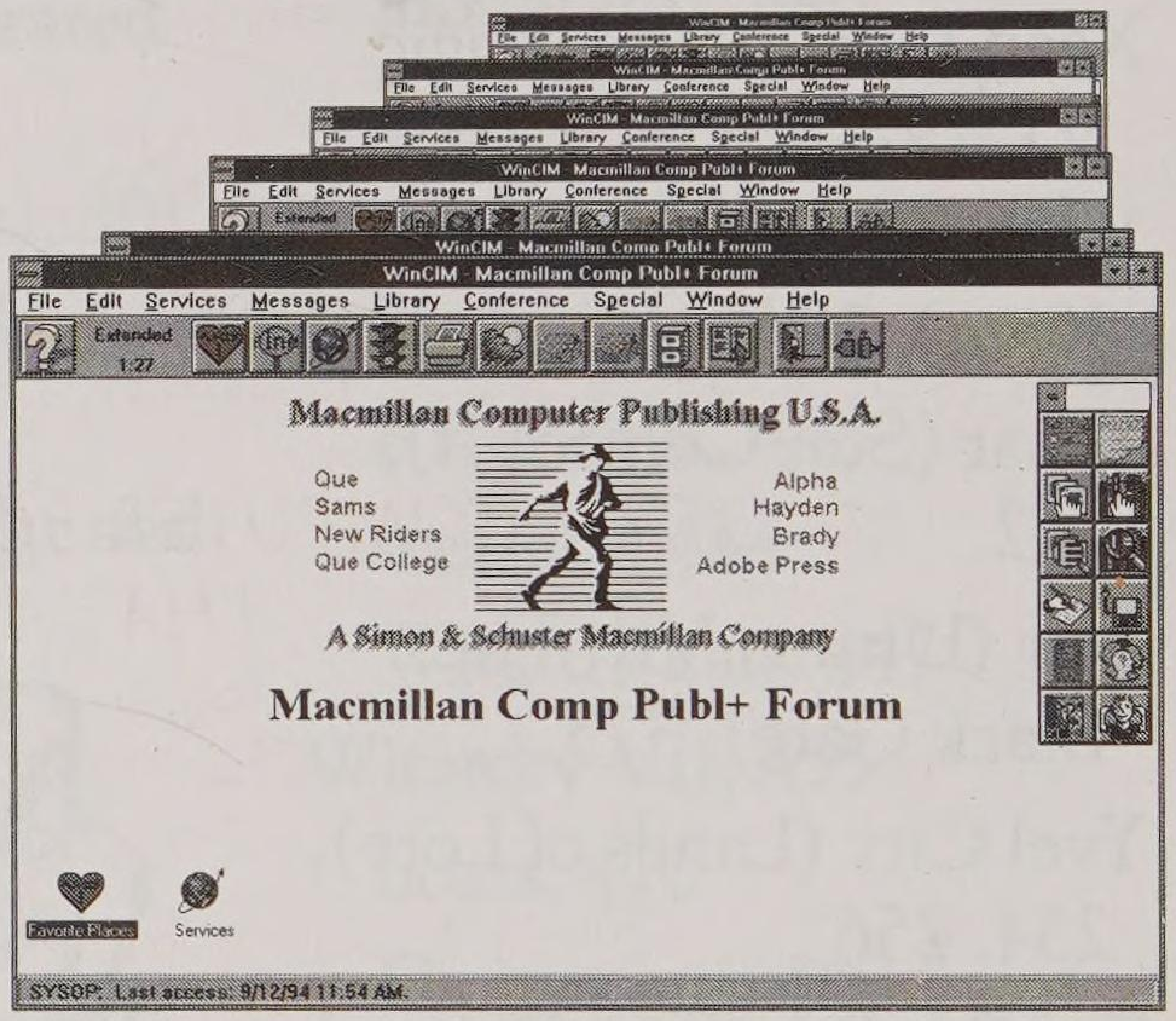
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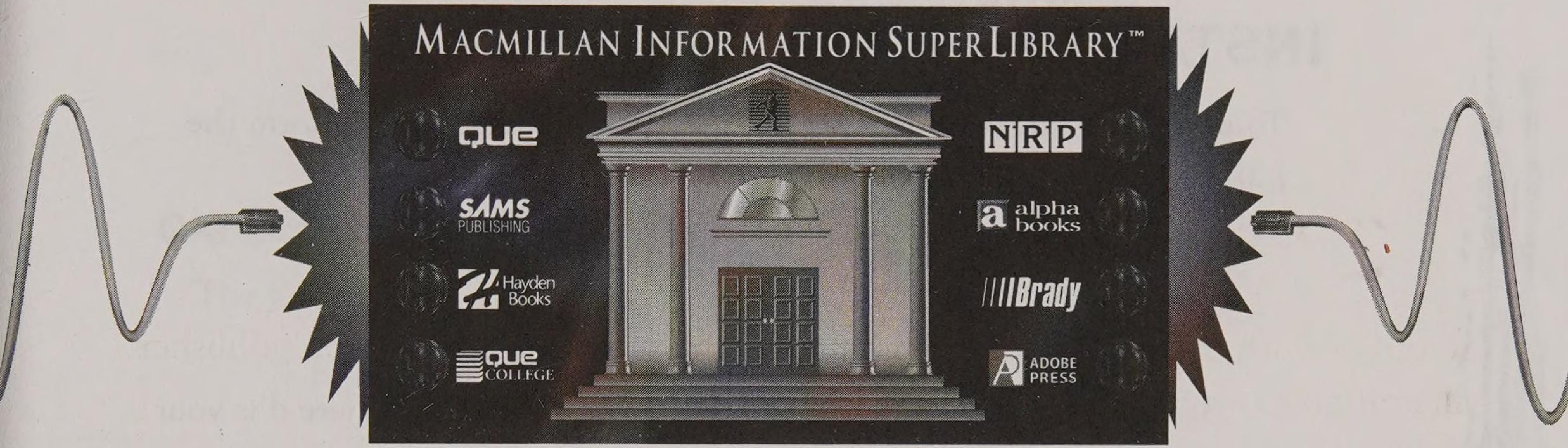
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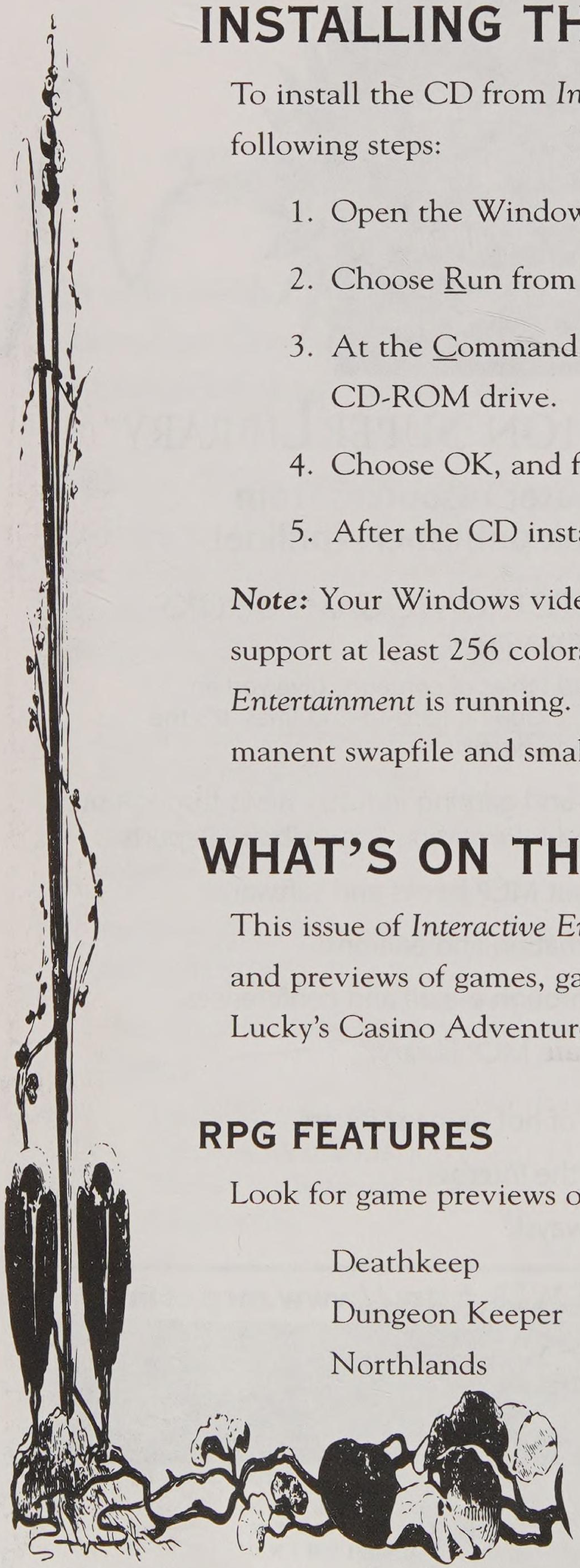
INSTALLING THE CD



To install the CD from *Interactive Entertainment* magazine, perform the following steps:

1. Open the Windows Program Manager.
2. Choose Run from the File menu.
3. At the Command Line: prompt, enter **d:\install**, where d is your CD-ROM drive.
4. Choose OK, and follow the remaining instructions.
5. After the CD installs, click on the IE icon to open the magazine.

Note: Your Windows video driver must be at 640x480 resolution and support at least 256 colors. Close all other applications while *Interactive Entertainment* is running. Your Windows swapfile must be set up as a permanent swapfile and smaller than 4MB.

WHAT'S ON THE CD

This issue of *Interactive Entertainment* includes feature stories, reviews and previews of games, game hints, demos, and this month's free game: Lucky's Casino Adventure.

RPG FEATURES

Look for game previews of these new RPGs:

Deathkeep
Dungeon Keeper
Northlands

And reviews of:

Lords of Midnight
Stonekeep
Thunderscape

GAME HINTS

The CD includes game hints for these games:

Buried in Time
Confirmed Kill
Full Throttle

OTHER PREVIEWS AND REVIEWS

And the CD has even more features of these games:

Across the Rhine
Advanced Civilization
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Dark Seed II
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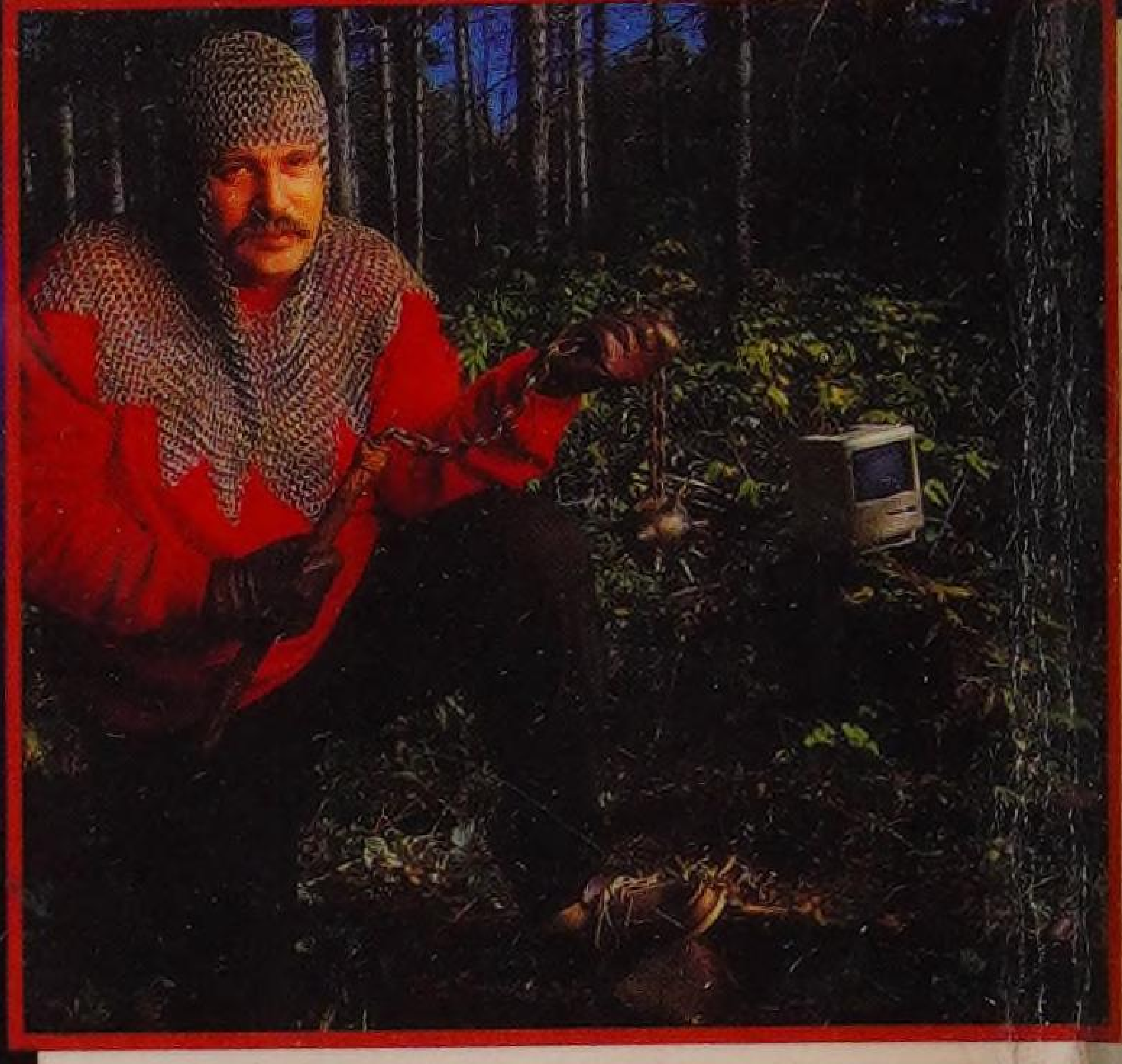

Author Bio...

Ronald Wartow is a veteran insider of the world of RPGs. In addition to writing strategy guides about RPGs and adventure games, he's also made it into them as well. Ever wandered through New Magincia, Ultima® V's infamous town of pride in Britannia? The decidedly ancient and puckered farmer there bears his name.

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